



Fallout New Vegas

Author's Note

Welcome guys, for this simple yet comprehensive guide for the game Fallout New Vegas. The guide is written for the PS3 version and will only be in text PDF format as I'm unable to capture screenshots at the moment. Since there is no chronological order to be taken in tackling quests, this guide will just list the quests individually with their own walkthroughs. It is possible to tackle other quests while the others are active.

Fallout is best played by exploring various locations and walking around the wasteland discovering new locations. As such, this guide won't dictate what you'll do or where to go next (unless its explicitly part of the mission) so you're free to do whatever you feel like doing. Hopefully you'll find this guide helpful and good luck with the game!

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The Basics...

If you're a new player and you haven't played at least Fallout 3, then you should either read the manual that came with your game or just skim through this section to get you started. It's never good to head out to the wasteland without proper knowledge. This guide won't feed you with confusing data charts and figures; I will keep it simple yet comprehensive.

First, let's discuss the game screen. Here you'll see various gauges and numbers that will help you check your real-time status and other useful information.

- **HP** - This gauge on the lower left corner determines how much HP you have. If its down to zero, its game over.
- **Compass** - As is; shows you the direction where your character is looking at.
- **AP** - Action points. The total number of points available based on your character's agility. It is used in V.A.T.S mode.
- **CND** - This is the weapon condition. It affects your weapon's overall damage, accuracy, reload rate, etc. For example, a really bad gun will deal lower damage and will jam often when reloading.
- **Ammo** - Indicates how much ammo you have
- **Enemy Health Bar** - as is; indicates the enemy's health
- **Rad Meter** - This appears whenever you take in radiation.
- **XP Bar** - this gauge appears whenever you earn exp points; shows your progress to the next level.
- **Damage Threshold Shield** - This icon will appear to the left of the enemy's HP bar. This indicates that the weapon you're using is ineffective against your current target. If that happens, switch a different type of weapon.

PIP-Boy 3000

Previous players of the series should immediately recognize this invaluable tool. It displays your character stats, item inventory, maps and other important data. It comes with a radio player too! Each section is broken into different sub-menus.

STATUS

The status menu has basic info about your character.

CND - This shows the individual condition of each of your body part. If any of your part appears in a dotted line, that means that the part is crippled. Crippled legs affect your mobility, crippled arms affect your accuracy while crippled legs will cause your character to have occasional blurry visions and headaches. Fix these conditions by using Stimpaks or Doctor's Bags.

RAD - Shows the current radiation your character has. Your radiation level increases when ingesting radiated food, water or just by staying in radioactive areas. It's okay to ingest a small amount of radiation but don't let it go too high as it will cause adverse effects to your health and eventually, death. See the chart below to know the negative effects you'll suffer per radiation level.

| Radiation Level (rads) | Effects |
|------------------------|--|
| 200 | - 1 Endurance |
| 400 | - 2 Endurance, -1 Agility |
| 600 | - 3 Endurance, -2 Agility, -1 Strength |
| 800 | - 3 Endurance, -2 Agility, -2 Strength |
| 1000 | Death |

To remove the negative effects of Radiation and to lower your radiation level, you must use an item called Radaway. There's also an item called Rad-X that will increase your radiation resistance. This is necessary if you're planning to explore a mildly radioactive environment or you want to eat radioactive food.

EFF -This option displays the current effects, both negative and positive, that's currently active on your character. Various effects can be acquired from taking chems, reading magazines or magazines, or equipping gears that have special effects on them. Effects from consumable items are only temporary while the effects provided by equipment will remain active as long as you have them on.

S.P.E.C.I.A.L

These are the seven special attributes that make up your character. These are allotted at the start of the game during character customization so before going and spending those points, you must know what character build suits your style.

- **Strength** - Affects the overall weight capacity, melee weapons damage and heavy guns damage
- **Perception** - Affects the compass range, accuracy, explosives damage, lockpick and energy weapons damage
- **Endurance** - Affects your overall health and damage resistance
- **Charisma** - This affects your negotiation and trading skills. This also affects your companion's NERVE level. More information available in the Companion section of the guide.
- **Intelligence** - More skill points obtained per level up. Also affects Medicine, Repair and Science skills.
- **Agility** - Affects your AP and speed. Your speed in turn affects how fast you can run, draw your weapon and reload. It affects the guns and sneak skills.
- **Luck** - Increases critical rate for all your weapons as well other uncommon factors

ITEMS

Here's a quick rundown of the different stats you can see in this menu:

- **DAM** - Weapon damage. Weapon damage is decreased as it deteriorates.
- **DPS** - Damage the weapon deals per second (e.g. flamethrower) Weapon damage is decreased as it deteriorates.
- **DT** - Damage threshold. The higher the threshold, the lesser damage you take. DT is also affected by the armor's condition so make sure to keep it repaired to expect optimal protection.
- **WG** - Weight of the item
- **VAL** - The item's value when sold
- **CND** - Shows the selected item's condition
- **Effects** - Shows the positive and negative effects provided by equipment.

World and Local Maps

You can check your map by selecting the "Data" menu in your Pipboy. You can place markers here and fast travel to locations previously discovered. You cannot fast travel to locations with an icon that looks like an empty box and a slash. You need to head there and discover the area itself before it registers as a valid fast-travel location.

Combat

In the desert, you'll come across different hostile creatures and people so knowing how to defend yourself is also key aspect to survive. There are different types of weapons; guns, melee, unarmed (fists, gloves) and explosives (grenades, mines). Your effectiveness in these will depend on your character's skills, weapon condition and the target's damage threshold.

Damage is calculated by your weapon's DAM rating vs the target's DT. (Unarmored targets don't have DT - damage is calculated as is) If you see a red shield beside the target's name, that means you're not dealing much damage and you need to switch to a different weapon. If you see a shredded shield instead, that means you're doing great damage to the target. When attacking an enemy using a weapon with Armor-piercing capability, the target's DT is automatically reduced before calculating the weapon damage. Depending your character's sneak level, you can attack an unsuspecting target from behind, you'll have an increased chance of dealing critical damage.

V.A.T.S

Fallout's trademark targeting system is back. Stands for Vault-Tec Assisted Targeting System, this invaluable feature allows you to pause the game and manually target specific body parts of the enemy. You can target different body parts or you can concentrate on one body part. The number of shots or actions you can do in VATS mode depends on your available Action Points. (AP) and the AP cost of the weapons you're using. Basically, small arms consume less AP so it allows you to input more actions while large arms consume more AP, limiting your shots. Your AP replenishes over time, even during combat. VATS is invaluable and it will help you survive all your encounters by using it frequently.

When targeting enemy parts, there are also calculated percentage of how likely you'll hit that part. Torsos, being the largest part has the higher chance to hit while the head has smaller. Remember that your accuracy in VATS is also affected by your weapon efficiency, as discussed above.

Knowing what limbs to damage is very important, especially on different kinds of enemies. For agile enemies, try to hit their legs to slow them down. Hitting the enemy's weapon will disarm him of it. Hitting the enemy's head will most likely kill them instantly. Hitting the torso of an unarmored target will ensure direct damage with high percentage of hitting. Hitting an enemy's arm will considerably affect their aim.

Stealth

There will be times that you may want to remain undetected, especially when trying to take out as many enemies as possible without making too much noise or if you simply want to steal from someone. [HIDDEN] means nobody has noticed you, [CAUTION] means the enemies are searching for you and [DANGER] means that your cover is blown and enemies have detected you. Though stealth is directly affected by your Sneak skill, there are also other factors that affect it.

- Enemy perception - Some enemies are less perceptive than others; you won't have problems sneaking on them.
- Line of Sight - Obviously, you are to remain hidden from an enemy's sight to avoid detection
- Light level - Enemies are most likely to see you when you're hidden in the shadows
- Movement - You make no noise by staying still and less noise by slowly moving while crouching.
- Apparel weight - The heavier your armor, the more noise it makes
- Weapon weight/ size - When hiding, it will be a good idea to switch to melee weapons as they make very little noise.

Weapon Modding and Repairing

You may find parts that can be used to enhance your weapon's sight, clip size and damage. Weapons can have up to three parts but remember that once attached, they can't be removed. Mods are not interchangeable as they're unique to the weapons they're supposed to be attached to. Basically, you can't use a zoom upgrade for a 9mm pistol to a revolver.

Weapons and armors naturally deteriorate over use and keeping them in tip-top shape will help your readiness in battle. You can repair them by "combining" two of the same type. Be extra careful when repairing modified weapons as you may accidentally "overwrite" the upgraded version if you're not careful. There's no way to recover the lost mods except by loading your most recent save game prior to repair.

Companions

No man is an island, as a popular saying goes so the game allows you to have one humanoid (human, ghoul, mutant) and one non-humanoid (robot, animal) companions to tag along with your journey. Not only you'll get an additional hand in dealing with enemies and keeping you from getting bored in your adventure, companions also add specific bonuses such as increased effectiveness of your healing items or various stat increases. They also serve as extra baggage carriers, where you can dump some of your loot.

When you interact with your companion, a command wheel will appear, giving you various instructions and commands.

- Be Aggressive/ Be Passive: When set to aggressive, companions will attack any hostile target within

range while a passive companion will wait for you to attack before following suit.

- Use Stimpak: You should know that companions permanently DIE so you should keep them healed especially during firefights. They're resilient enough to take a certain amount of damage but they're not immortal. If a companion has some healing items with them, they'll automatically use it when their health is low.
- Wait Here/ Follow Me: There will be situations where you'll want to do things alone (like sneaking) so you can tell them to wait until you come back for them.
- Talk to: Opens up a conversation with your companion. Doing this will sometimes initiate quests related to their back stories or even unlock new abilities
- Back up: Tells your companion to step back a bit.
- Keep Distance/ Stay Close: Sets how far your companion walks behind you.
- Open Inventory: This opens a screen where you can trade items with your companion. You can give them weapons, armor, ammo and healing items. You can also use this to have them carry some of the junk that you want to sell later. Weapons carried by companions does not deteriorate so if you want to preserve a good weapon that you don't need for the meantime, you can have them use it. Remember that a companion won't use a weapon he's not proficient with
- Use Ranged/ Melee: Order your companion to use Ranged or Melee weapons. Companions have their own weapon proficiency so command them to use the ones they're most effective with.

Companions are affected by an invisible stat called **NERVE**. This is affected by your charisma level. NERVE affects the damage threshold and attack damage of your companions. High Charisma characters should expect undying devotion by their followers!

AID and HEALING

When you're hurt, you have several ways to recuperate:

- Pay for a doctor to heal you
- Use recovery items (Stimpak, Super Stimpak, Doctor's Bag)
- Eat food or drink water
- Sleep

Chems are drugs in the game. They provide temporary boosts to your character however don't use them haphazardly. You have the chance to get addicted to chems. When that happens, specific SPECIAL stats are reduced if you don't continue taking the chem that caused it. You can only get cured of your addiction by paying a doctor or temporarily heal it with a Fixer until you get to one.

Reputation

Your actions contribute to your reputation with the towns and factions in the game. You can check your reputation by selecting the General tab in your Pip-boy. Reputation increases or decreases as you help or harm people from different locales and factions. You can have more conversation options and people will most likely help you if your reputation to them is favorable. The opposite may happen if they distrust you due to your bad reputation. Take note that reputation can be applied aesthetically as well. A member of one faction may shoot you on sight if you're simply wearing their rival's uniform.

Crime and Punishment

The lawless are not tolerated even in what remained of a former established society. Should you decide to take the crooked path or just need to do it for the sake of it, you should know the various actions that are treated as crime and their consequences.

Theft: This is a minor crime. Taking something from an occupied house - even if its just a spoon or cup, is considered stealing. If the owner sees you, he/she will try to take it back from you. If you try to escape, you'll be most likely attacked or the owner will run for help. Should you fight back, it will become a major crime called Assault. More details below.

Trespass: If the owner sees you breaking in a locked door, container or terminal, its called trespassing. You'll be attacked without questions.

Assault: A major crime that will cause the victim and the victim's comrades to become hostile to you. Attacking someone deliberately or fighting back after committing a minor crime (as stated above) will be considered assault.

Murder: If you kill someone and the witness(es) are somewhat related or friends to that person, they will become hostile to you.

You can try surrendering and avoid fights by holstering your weapon. However, the chances of it to work will depend on how grievous your crime is. You don't expect somebody to forgive you immediately if they've seen you kill one of their own in cold blood, do you?

Skills Overview

This section will let you learn more about the skills that make up your character and should help you decide which ones to raise. Remember that all skills are tied to SPECIAL attributes, except Luck. See the table below:

| Skill | Tied SPECIAL |
|----------------|-------------------|
| Barter | Charisma |
| Energy Weapons | Perception |
| Explosives | Perception |
| Guns | Agility, Strength |
| Lockpick | Perception |
| Medicine | Intelligence |
| Melee Weapons | Strength |
| Repair | Intelligence |
| Science | Intelligence |
| Sneak | Agility |
| Speech | Charisma |
| Survival | Endurance |
| Unarmed | Endurance |

You'll be able to TAG 3 of these skills during character customization. Tagged skills get +15 points each. You'll also get skill points whenever you level up. The Intelligence attribute directly affects how much skill point you'll get. The higher your intelligence, the more skill points you'll get per level up. There are also associated perks that can only be unlocked after meeting the skill level and character level requirements.

You can also find skill magazines that will temporarily increase a skill's level by 10. This is practically useful when you need an immediate and temporary boost to skills like Lockpick, Science, Barter, or Speech. Skill books on the other hand, will permanently increase a skill level by 3. These are much sought after.

For more detailed explanations of skills, see the section below:

Barter

This skill affects the amount of the items you buy or sell. The higher this skill the cheaper shop items become and the higher you can sell your items.

| Perk | Skill Level | Character Level |
|----------------------|-------------|-----------------|
| Good-natured (Trait) | 5 | N/A |

| | | |
|-----------|----|----|
| Pack Rat | 70 | 8 |
| Long Haul | 70 | 12 |

Energy Weapons

This skill determines your effectiveness with energy-based weapons. The higher the skill level, you'll be more accurate and deal more damage when using energy weapons.

| Perk | Skill Level | Character Level |
|----------------------------|-------------|-----------------|
| Fast-shot (Trait) | | N/A |
| Trigger Discipline (Trait) | | N/A |
| Run 'n Gun | 45 | 4 |
| Plasma Spaz | 70 | 10 |
| Meltdown | 90 | 16 |
| Concentrated Fire | 60 | 18 |
| Laser Commando | 90 | 22 |

Explosives

This skill determines your effectiveness with grenades, mines and explosive-based weapons such as the missile launcher and Fat Man (tactical nuke launcher). When you have high explosives skill level, the thrown grenade is mostly to explode immediately and will land near the intended target. This skill also gives you more time to disarm and collect deployed mines.

| Perk | Skill Level | Character Level |
|-------------------|-------------|-----------------|
| Heave-ho! | 30 | 2 |
| Demolition Expert | 50 | 6 |
| Hit the Deck | 70 | 12 |
| Pyromaniac | 60 | 12 |
| Splash Damage | 70 | 12 |

Guns

This skill determines your effectiveness with weapons using conventional ammo like pistols, magnums, assault rifles, etc. Higher skill level means increased accuracy and damage.

| Perk | Skill Level | Character Level |
|-------------------|-------------|-----------------|
| Rapid-reload | 30 | 2 |
| Run 'n Gun | 45 | 4 |
| Shotgun Surgeon | 45 | 6 |
| Cowboy | 45 | 8 |
| Center of Mass | 70 | 14 |
| Concentrated Fire | 60 | 18 |

Lockpick

As the name implies, this skill will determine how hard or easy is it for you to unlock locked doors and containers. If you're lazy, the Lockpick skill level will determine the success rate of Auto-attempts. This is an invaluable skill since most of the great items are behind locked doors and containers. To lockpick, you need some Bobby Pins which can be found on various containers and locations or just buy them from shops. Take note that the higher skill level also increases the pin's sturdiness which will prevent them from snapping

easily.

| Perk | Skill Level | Character Level |
|-------------|-------------|-----------------|
| Infiltrator | 70 | 18 |

Lockpicking Tip: Try to feel the pressure and avoid turning the knob too hard. Usually, the pin snaps on the third “wiggle” so if you're unsuccessful for the first two attempts, you can exit out and try again. Just remember the spot where you felt lesser resistance. That means it's near the sweet spot that'll open the lock.

Medicine

Increases the potency of recovery items such as stimpacks, Radaways, etc.

| Perk | Skill Level | Character Level |
|-----------------|-------------|-----------------|
| Living Anatomy | 70 | 8 |
| Fast Metabolism | N/A | 12 |
| Chemist | 60 | 14 |
| Chem Resistant | 60 | 16 |

Melee Weapons

Determines your damage output when using melee weapons. This skill also enables you to use your equipped melee weapon to block non-projectile attacks.

| Perk | Skill Level | Character Level |
|-------------------|-------------|-----------------|
| Cowboy | 45 | 8 |
| Super Slam | 45 | 8 |
| Unstoppable Force | 90 | 12 |
| Ninja | 80 | 20 |

Repair

This is probably one of the most useful skills in the game. You can repair weapons and apparels to full (100%) condition at any repair level. However, higher repair skill will make the percentage repaired a bit higher, making it easier to achieve the weapon's optimal condition with just one or two repairs. The Repair skill will also enable you to create items and special gun ammo from work benches.

| Perk | Skill Level | Character Level |
|--------------|-------------|-----------------|
| Hand Loader | 70 | 6 |
| Jury Rigging | 90 | 14 |

Science

This skill will allow you to hack restricted terminals and determine the difficulty of cracking the passcodes. Take note that some of the rooms that contain goodies are locked by terminals; these rooms are opened electronically so you can't just lockpick to open it. This also allows players to recycle energy cells in work benches. Other than that, higher Science skill opens up new conversation options and also affects other perks as well.

| Perk | Skill Level | Character Level |
|-------------------|-------------|-----------------|
| Vigilant Recycler | 70 | 6 |
| Math Wrath | 70 | 10 |

| | | |
|-----------------|----|----|
| Nerd Rage! | 50 | 10 |
| Robotics Expert | 50 | 12 |
| Computer Whiz | 70 | 18 |
| Nuka Chemis | 90 | 22 |

Hacking Tip: It may get a bit confusing for new players but hacking in the game is pretty simple. When booting up a restricted terminal, you'll find a group of words with random symbols. The first thing to look for are the words with similar placement of letters. Next, select a word. The terminal will display the number of letters that has the correct number of letter placements as the password.

For example, the correct password is SMALL and the words that you can choose are SNAIL, SMART, SMOKE and SNATCH (aside from the real password of course). Selecting SNAIL will display 3 correct letters, because S, A and L of the two words are in the same place. Selecting SMART will also display 3 correct letters since S, M and A of the two words are placed the same. Selecting SMOKE will yield 2 since only S and M are in the same place. Basically, it's a matter of deduction. Based on the example above, if you happen to select SMART on your first attempt, you can eliminate the other words that may not have the exact letter placements, leaving you with lesser choices.

Take note that the terminal locks after certain number of attempts. To prevent this, you can log out before your last retry then log in again and repeat. It also helps if you'll save the game before hacking any terminal. High Science skill will considerably lower the number of word choices, giving you fewer words to choose from.

Sneak

This skill will determine how stealthy you are. This will make stealing, pickpocketing and backstabbing a lot easier.

| Perk | Skill Level | Character Level |
|---------------------|-------------|-----------------|
| Friend of the Night | 30 | 2 |
| Cannibal | N/A | 4 |
| The Professional | 70 | 6 |
| Mister Sandman | 60 | 10 |
| Ghastly Scavenger | N/A | 12 |
| Silent Running | 50 | 12 |
| Ninja | 80 | 20 |

Speech

This skill opens up more dialogue options and will give players access to information NPCs doesn't necessarily provide. This will also give you more options in negotiations which can help immensely for diplomatic characters.

| Perk | Skill Level | Character Level |
|---------------------|-------------|-----------------|
| Terrifying Presence | 70 | 8 |

Survival

This increases the HP recovered from food and drinks. Aside from that, this skill also enables you to create various items in campfires. This will help a lot if you want to make the most out of your surroundings. It is also perfect if you're saving on caps since you don't have to buy stimpaks that often.

| Perk | Skill Level | Character Level |
|------|-------------|-----------------|
|------|-------------|-----------------|

| | | |
|----------------|----|----|
| Hunter | 30 | 2 |
| Entomologist | 45 | 4 |
| Rad Child | 70 | 4 |
| Travel Light | 45 | 4 |
| Lead Belly | 40 | 6 |
| Rad Resistance | 40 | 8 |
| Animal Friend | 45 | 10 |

Unarmed

Feeling like a martial artist or boxer? Then this skill is just for you. It determines your efficiency and damage output for using your fists or weapons that complement hand-to-hand combat like knuckles and gloves. You can also use your hands to block attacks; the higher the skill, the lesser damage you'll receive. Higher unarmed levels also adds more moves aside from the standard jabs and blocks. Aside from the perks that you'll unlock, you can also find unarmed masters that will reward you with unique perks if you're able to find them.

| Perk | Skill Level | Character Level |
|-----------------|-------------|-----------------|
| Piercing Strike | 70 | 12 |
| Paralyzing Palm | 70 | 18 |
| Slayer | 90 | 24 |

Traits

You can choose up to two (or nothing) Traits that will be permanently tied to your character. These are meant to balance things out. You won't have the chance to choose or add later on so choose wisely.

Built to Destroy

- The Flamer burns twice as long.
- All weapons get +3% critical chance
- Equipment deteriorates 15% faster

You may need to repair gears most of the time here so you need to counteract this trait (should you decide to get it) by having a high Repair skill.

Fast Shot

- Guns and Energy weapons fire 20% faster but 20% less accurate

You'll have to be fighting in close or medium range to counter-balance the accuracy loss.

Four Eyes

- Wearing glasses will give you +1 PER (Perception)
- Not wearing glasses will give you -1 PER

You need to be wearing glasses all the time to take advantage of this perk. Some headgears can't be equipped along with glasses so be careful.

Good-Natured

- +5 to Barter, Medicine, Repair, Science and Speech
- -5 to Guns, Energy Weapons, Explosives, Melee Weapons and Unarmed

This is a matter of choice. This is perfect for diplomatic characters but is also a good choice for average characters. Most players tend to use Guns and/or energy weapons most of the time and sometimes explosives

as well. The deduction can be counteracted by spending skill points that you'll get when you level up or by equipping apparels or weapons that provide bonuses to them.

Heavy Handed

- Your melee and unarmed damage increases
- Critical hit chance is lowered

Perfect for players that are pursuing fighter builds.

Kamikaze

- You'll have +10 Action Points.
- -2 Damage Threshold

You may consider getting this one since having additional AP means you have more shots to call in VATS mode. -2 DT isn't that much, especially if you have good endurance level, good armor, and you keep it in top shape.

Loose Cannon

- Throw weapons 30% faster
- -25% range

Unless you're trying to build a demolition character, avoid this one. You'll be relying on grenades and other weapons most of the time which can be pretty costly in the long run.

Small Frame

- +1 Agility
- Limbs get crippled easily

This is very tempting to have, especially if you're after speed. However, you'll need to wait until LV14 where you'll get the chance to get the Adamantium Skeleton perk which lessens the damage done to your limbs by 50%.

Trigger Discipline

-20% Firing rate
+20% Accuracy

The opposite of Fast Shot, this should be a trait of choice for gunners and snipers or anybody that prefers taking out enemies slowly, but surely.

Wild Wasteland

- A trait that will enable you to encounter entertaining occurrences when you happen to stumble on the fixed locations for this trait to trigger.

This also enables you to find unique weapons in the game that's exclusive to this trait, particularly the powerful Alien Blaster.

PERKS

Perks are added every two levels and depending on your skill and SPECIAL levels, different perks may become available. Take note that there are also perks that can be unlocked by completing certain challenges and by having specific followers with you. The maximum ranks of all perks is 1 unless stated otherwise.

LV2 Perks

Confirmed Bachelor / Cherchez La Femme

Male or Female character LV2

In combat, you deal +10% damage against opponents of the same sex. During conversations with the same sex, you'll have access to unique dialogue options. Since there are more male NPCs in the game, Confirmed Bachelor is a bit beneficial should you decide to get this perk.

Intense Training

Ranks: 10

Selecting this perk will give you an extra point to put on any of your SPECIAL attributes. It may be beneficial to raise your Intelligence, Endurance and Strength as the stats they raise (more skill points per level up, increased max HP and higher weight capacity) can't be counterbalanced by your normal skills.

Lady Killer/ Black Widow

LV2 Male / Female character

In combat, you deal +10% damage against opponents of the opposite sex. During conversations with the same sex, you'll have access to unique dialogue options. Since there are more male NPCs in the game, Black Widow is a bit beneficial should you decide to get this perk.

Rapid Reload

Guns 30, AGL 5

This perk allows you reload any weapon 25% faster (inapplicable to melee, thrown and unarmed weapons)

Retention

INT 5

With this perk on, the effects of skill magazines will last three times long. Not really a good bargain, since most of the time, you'll only be using magazines to pass dialogue checks, pick locks, hack PCs and rarely in combat.

Swift Learner

INT4, Ranks 3

This perk allows you earn more experience whenever possible. This should be taken early if you want to maximize its effects. As you level up the ranks, so does the amount of bonus EXP you'll get. Rank 1 adds 10%, 2 adds 20% and 3 ranks 30%. This is a good way to level up a character faster but this perk will lose its worth once you reach the level cap.

Friend of the Night

PER 6, Sneak 30

This perk enables you to see more clearly in low-light environment. This perk is a waste since you always have your flashlight to navigate dark caves and buildings and darkness isn't that much even in the wilderness. You can simply increase the game's brightness level if you really want to see things better.

Heave-Ho!

STR 5, Explosives 30

The distance and speed of thrown weapons (spears, knives and grenades) is considerably increased. This is essential for character builds specializing in thrown weapons and / or explosives.

Hunter

Survival 30

When fighting animals and mutated animals, you deal an additional 75% damage to them.

Level 4 Perks

Cannibal

With this perk, you can consume a corpse to regain health by going in stealth mode. Every time you feed you'll lose Karma and if witnessed, it is considered a crime against nature. Not really an important perk unless you have a character trying to become extra evil or when playing in Hardcore mode.

Comprehension

INT 4

The effectiveness of skill magazines is doubled and you get 1 skill point bonus for reading Skill Books. You should save all the skill books you find if you're planning to get this perk. Best partnered with the Retention perk. This perk will really help a lot since you can lower the skill cap of the skills you wanted to max out when the time comes. For example, the soft cap for Speech is 75 since that's the highest level required in most conversations. If you have this perk, you can raise your base Speech level to 55. If you have the Naughty Nightwear (+10 speech) You can lower the cap to 45. If you're planning to use Mentats and/ or Whiskey(+1 CHA/+2 Speech) or Party Time Mentats (+5 CHA), you can even lower the number of skill points you can allot to that skill, allowing you to divert the other skill points to your other skills as well.

Educated

INT4

Another important perk that you should consider getting as soon as its available. You'll gain 2 additional Skill points per level up.

Entomologist

You deal an additional 50% damage when fighting mutated insects. This isn't really important as you may want to consider getting a perk that will improve your ability in dealing with any kind of enemies instead of just one. Besides, these critters aren't that hard to kill anyway.

Rad Child

Survival 70

You'll regenerate more health by undergoing various levels of radiation sickness. Having this perk will allow you freely explore highly irradiated areas without relying on Radiation Suits or Rad-X too much. There aren't that many irradiated places in the Mojave and if there are, there's nothing a combination of Radiation Suit and Rad-X couldn't handle.

Run 'n Gun

Guns or Energy Weapons 45

You'll become more accurate when using one-handed guns and energy weapons. Pretty useful for players that don't rely on VATS too much or just uncomfortable using rifles. Otherwise, leave it be.

Travel Light

Survival 45

By not wearing any armor or at least donning a light armor, you get 10% boost in speed.

Level 6 Perks

Bloody Mess

Targets that you kill will explode into gut-ridden waste. You'll also deal 5% extra damage with all your weapon. Perfect for those who want an extra edge in combat.

Demolition Expert

Explosives 50, Ranks: 3

All your explosive weapons do an additional 20% damage. This is a great perk for characters that rely heavily on dynamites, grenades, mines to take down enemies; the bonuses also apply to other explosive-utilizing weapons such as grenade launchers, missile launchers and the legendary nuke launcher called Fatman.

Ferocious Loyalty

CHR 6

When your HP goes below 50%, your followers will have a significant increase in damage resistance. Best used if you're relying on followers to do the dirty job for you and if you have at least two followers.

Fortune Finder

LCK5

You'll find considerably more caps than you normally would. Though this is not the best way to get rich, you may want to wait until you can get Scrounger Perk which will let you find more ammo instead. They can be broken down in Reloading Benches, ensure that you won't run low on ammo or sell them as is.

Gunslinger

While using a pistol or any one-handed weapon, your accuracy in VATS is significantly increased. If you prefer one-handed weapons over two-handed ones, then this will help you kill enemies with brutal efficiency, while saving ammo at the same time.

Hand Loader

Repair 70

When you use guns that use conventional ammos, there is a chance that you'll recover the cases and hulls. All hand-load recipes in the Reloading Bench will be unlocked as well. This is a perk to choose if you're relying heavily on conventional weapons and if you want to have a good set of special ammo types.

Lead Belly

Survival 40 or END 5

You take 50% less radiation when consuming irradiated food or drink. This won't help that much considering most of the areas around the Mojave is generally radiation-free.

Shotgun Surgeon

Guns 45

When using shotguns (regardless of ammo type), the target's damage threshold is reduced by 10. It is a devastating skill for shotgun-users against armored targets. Otherwise, it isn't that beneficial if you're more efficient in cycling between various gun types.

The Professional

AGI 6

Your sneak attack criticals with pistols, revolvers and submachine guns (both conventional or energy) inflict at additional 20% damage. This is perfect for characters that love to ambush enemies via sneaking.

Toughness

END 5, Ranks: 2

You gain +3 in your damage threshold. This can be taken twice, which raises your DT to 6. Just don a heavy/medium armor with high DT and you'll be as tough as nails. One of the perks that ANY character should have.

Vigilant Recycler

Science 60

When using energy weapons, you have the chance to recover drained energy cells and ammo. You will also have more recipes in the workbench. Perfect for those who primarily use energy weapons. Make sure you pair it with Repair as well.

Level 8 Perks

Commando

When using a rifle or other similar two-handed weapon, your accuracy is increased by 25% in VATS.

Cowboy

Guns 45, Melee Weapons 45

When using any revolver, machete, knife, dynamite or lever-action shotgun, you deal 25% more damage. This isn't particularly useful, considering that the damage boost is applied only when using specific (and less common) weapon types.

Living Anatomy

Medicine 70

This perk allows you to see the health and DT of the target. You also inflict an additional 5% damage to human and non-feral ghoul enemies.

Pack Rat

INT 5, Barter 70

Items with a weight of 2 or less, will weigh half as much. Another not-so-useful perk, unless you're a full-pledged scavenger, playing on Hardcore Mode.

Quick Draw

AGL 5

You'll be able to draw and holster your weapon 50% faster. Recommended for tactical players, this will allow you to switch weapons faster in the middle of a battle.

Rad Resistance

END 5, Survival 40

Getting this perk will permanently add 25% radiation resistance to you. This is yet again one of the least interesting perks to get, considering that the maximum radiation resistance you can have at a time is 85%. There isn't that many fully irradiated areas (e.g. Vault 34) in the Mojave so if ever you need to venture to one, you just need to equip a Radiation Suit or a Space Suit, then use Rad-X.

Scrounger

LCK 5

You'll find considerably more ammo in containers which you can sell, break down or use.

Stonewall

END 6, STR 6

You gain an additional 5 DT against melee and unarmed attacks as well as immunity against knockdown attacks. This is a must-have skill for melee fighters and is exceptionally useful against Deathclaws and Bighorners that can knock down their victims.

Strong Back

STR 5, END 5

This perk adds 50 pounds to your carrying capacity. Not a very important perk since you can just get two followers then dump most of your loot and extra necessities onto them. You'll be better off selecting another perk instead.

Super Slam

STR 6, Melee Weapons 45

All melee weapons (except thrown ones) have a chance of knocking down a target. Another useful skill for melee/ unarmed fighters. A knocked down opponent is vulnerable for a brief moment, which usually is enough to land hits that will kill them.

Terrifying Presence

Speech 70

During certain conversations, you have access to additional conversation options that can incite a riot by terrifying people. Not very useful, unless you're a charismatic trouble-maker.

Level 10 Perks

Animal Friend

CHR 6, Survival 45, Ranks: 2

At first rank, hostile animals will become passive and will only attack you unless you provoke them. For the second rank, animals will aid you in combat, but not with other animals.

Finesse

With this perk, you have a higher chance of scoring a critical hit that is equivalent to 5 points of Luck. Pair this with an already high Luck and Better Criticals perk.

Here and Now

By selecting this perk, you'll gain a level instantly and enjoy the benefits that will come along with it. This isn't that much of a help, considering that there's a lot to do or kill in the wasteland that will give you decent exp and will enable you to level up faster. You can even reach max level (30) before finishing all quests.

Math Wrath

Science 70

AP costs in VATS is reduced by 10%. This is practically useful to almost all character builds that rely heavily on VATS.

Ms. Fortune

LCK 6

Consider this as a guardian that appears out of nowhere and aids you in battle. The target will suffer various

and random effects, like getting knocked down, disabled limbs or weapons flying out of their hands. Not really a necessity but will provide a great eye-candy in combat.

Mister Sandman

Sneak 60

This perk will allow you to silently kill sleeping humans and non-feral ghouls. You also get bonus exp by doing so. Killing enemies using this method won't hurt your reputation against the faction the victims belong to, unless you're spotted of course.

Mysterious Stranger

LCK 6

Like Ms. Fortune, the Stranger is your personal magnum wielding guardian that will appear at the end of a VATS attack to finish off the target. He's deadly efficient and will enable you to kill tougher targets. But then again, his appearance is based on luck and chance.

Nerd Rage

Science 50, INT 5

When your HP goes below 20%, your Strength is raised to 10 and you gain +15 DT. Combine this with Med-X (+damage resistance) and you should have enough breathing space to heal yourself or finish the target(s) off. High endurance characters will also enjoy the benefits of this perk as they have naturally high base HP.

Night Person

During nighttime (6PM to 6AM), you'll gain +2 INT and PER. This is applicable regardless of location. Just check your PIP Boy for the current game time.

Plasma Spaz

Energy Weapons 70

AP cost for all plasma weapons is reduced by 10%. It is useful if you're relying heavily on plasma weapons; otherwise stay away from it. Take note that laser weapons don't benefit from its effect and considering the fact that plasma weapons are practically uncommon until later in the game.

Level 12 Perks

Fast Metabolism

You gain 20% health bonus when using stimpacks. This is an invaluable perk for melee fighters as they tend to soak up damage to attack enemies. Having a high Medicine skill level will even increase the effects of a single stimpack.

Ghastly Scavenger

Similar to the effects of the Cannibal Perk but is only usable on the corpses of super mutants and feral ghouls. Not really an important perk to have since the wasteland is not short on normal food or water.

Hit the Deck

Explosives 70

You'll have a 50% more DT against any explosive damage - including your own. With this perk on, tripped mines won't deal that much damage and you'll have an easier time dealing with explosive wielding enemies like the Powder Gangers. If you're building an explosive/ demolition-oriented character, choose this perk alongside Splash Damage to maximize your explosives' effectiveness while minimizing the damage to yourself.

Life Giver

END 6

You permanently gain additional 30 HP to your max HP. A very important perk to a melee character but also a very helpful perk for other characters.

Long Haul

Barter 70, END 6

You'll be able to fast travel even when you're over encumbered. Not practical perk unless you're a lone wolf. I say ditch this perk, get some followers to carry your extra baggage and choose another perk that will compliment your specialization or cover your weakness.

Piercing Strike

Unarmed 70

Your unarmed, thrown and melee weapons negate 15 DT. Combine this with other melee combat oriented perks (e.g Super Slam) to devastate your opponents.

Pyromaniac

Explosives 60

When using fire-based weapons like the Flamer, Incinerator or Shiskebab, you deal an additional 50% damage. You may want to pass on this one since you don't commonly find flamers, incinerators or fuel as much as conventional weapons and ammo do.

Robotics Expert

You deal 25% to any robot. You can sneak behind an enemy robot and shut it down permanently as well. Considering there aren't that many robotic enemies in the game, you may want to pass on this one.

Silent Running

AGL6, Sneak 50

When crouching, you can move quickly without making too much noise. Pick this skill if you're building a stealth-oriented character.

Sniper

AGL 6, PER 6

Your chance of hitting an target's hit in VATS is increased considerably. Best picked with Commando and/or Gunslinger perks, as well as Concentrated Fire and you'll be leaving headless corpses on your wake. Besides, helmets always have lower DT compared to armors so you can even take out helmet-wearing enemies effectively.

Splash Damage

Explosives 70

Your explosives have a 25% increased area of effect. Best paired with Hit The Deck perk, this is one of the best perks yet for an explosive or demolition character build. It is very deadly in tight rooms and corridors. Make sure you don't have any followers nearby or they'll get caught in the explosion as well.

Unstoppable Force

STR 7, Melee Weapons 90

You'll be able to deal a significant amount of extra damage to enemies blocking your attacks. This is a must for melee fighters.

Level 14 Perks

Adamantium Skeleton

Damage to your limbs are reduced by 50%. This is a perfect perk for those that chose the Small Frame trait during the character customization. Otherwise, you can pass on this one since you don't normally get crippled unless you step on a mine or get hit by a Glowing One's AoE (area of effect) attack.

Center of Mass

Guns 70

In VATS, you deal an additional 15% damage to attacks targeting the torso. I would recommend Sniper over this one since enemy armor plays a great role in soaking up most of the damage.

Chemist

Medicine 60

With this perk on, any chems you take will last twice as long. If you're relying heavily on chems to improve your combat capabilities, then this is a must-have perk. No one can stop a tank that has the effects of Jet, Psycho, Buffout and Med-X anyway. Since your character is likely to develop an addiction due to excessive use of chems, this perk must be picked alongside Chem Resistant to become even more effective.

Jury Rigging

Repair 90

Normally, you can only repair items of the same type. This perk will allow you to fix and maintain items even if they're roughly similar - like repairing a massive Power Armor with an ordinarily common Metal Armor.

Light Step

PER 6, AGL 6

You'll never set off a mine or floor-based trap once you get this perk. Another not-so-useful skill as there aren't that many trap laden areas and if there are, you can just disarm them - so long as you have the minimum explosive or repair skill level.

Purifier

You deal 50% additional damage against abominations like Deathclaws, Super Mutants, Centaurs, Feral Ghouls, etc.

Level 16 Perks

Action Boy/ Girl

AGL 6

You gain an additional 15 points in your max AP. This is perfect for those who heavily rely on VATS in combat as having an extra action never hurts. It may even save your life.

Better Criticals

PER 6, LCK 6

Your critical hits deal 50% more damage. Best selected by characters with high LCK rating and chosen the

Finesse Perk earlier.

Chem Resistant

Medicine 60

You'll have 50% most likely to develop an addiction using chems. Best used with Chemist perk to maximize its effectiveness.

Meltdown

Energy Weapons 90

Enemies killed by your energy weapons will deal splash damage to anything around it.

Tag!

This will instantly raise a selected skill by 15 points. Not really much unless you're trying to raise your Lockpicking or Science skill levels.

Weapon Handling

STR is less than 10

Heavy weapons that require strength levels will now require -2 points less. This skill is impractical to characters already has a high STR level.

Level 18 Perks

Computer Whiz

Science 70, INT 7

If you entered the incorrect password four times in a row on a terminal, you'll get locked out. With this perk on, you can attempt to hack it again. Why is this one of the most useless perks in the game? Because you can avoid getting locked out from a terminal by logging off/ quitting after 3 attempts then logging back again.

Concetrated Fire

Energy Weapons 60, Guns 60

Your accuracy to hit any part in VATS increases slightly by targeting the same part. This is very useful if you have Commando, Gunslinger and/or Sniper perks and if you have high AP.

Infiltrator

Lockpick 70, PER 7

You can attempt to pick a broken lock one more time with the help of this perk. Like Computer Whiz, this is another useless perk as you can just save your game in front of the locked door, safe or container you want to open then load it again should you accidentally break the lock.

Paralyzing Palm

Unarmed 70

With this perk, you can paralyze an opponent for 30 seconds when you're using your fist or any Unarmed weapons such as knuckles and gloves.

Level 20 Perks

Explorer

Every location in the map will be revealed in the map.

Grim Reaper's Sprint

If you kill an enemy in VATS, you instantly restore 20 AP after the sequence. Heavy VATS users should definitely take this perk. If you can take out enemies in less than 20 AP, then expect to have unlimited access to VATS actions and kill as many enemies as possible. Combine this with Gunslinger, Commando, Sniper and/or Concentrated Fire and you'll have an unstoppable killing machine in your hands.

Ninja

Melee Weapons 80, Sneak 80

When attacking using unarmed or melee weapons, you gain an additional 15% chance to deliver critical damage on every strike. Sneak criticals also deal an additional 25% damage. This is unarguably the ultimate perk for unarmed and melee fighters. Combine this with Finesse and Better Criticals and you have the wasteland's legendary fighter.

Solar Powered

END 7

You gain +2 STR and regenerate HP while in direct sunlight. You can also pair this with the Night Person perk to enjoy the benefits night and day.

Level 22 Perks

Laser Commander

Energy Weapons 90

You'll have +15% damage boost and +10% chance to critically damage enemies when using laser weaponry. A really useful skill should you decide to use laser weapons extensively later in the game.

Nuka Chemist

Science 90

You'll be able to create your own variants of Nuka Cola.

Spray and Pray

Your attacks deal much less damage to companions. If you have a melee companion, then select this perk to not mind them when moving down enemies.

Level 24 Perk

Slayer

Unarmed 90, AGL 7

Speed of all melee and unarmed attacks are increased by 30%. This should be a given already. Melee and unarmed fighters should definitely get this perk.

Level 26 Perk

Nerves of Steel

AGL 7

You regenerate AP much quickly. This perk is generally useless if you have the Grim Reaper's Sprint perk and you can already take down enemies quickly that it seems that you have unlimited AP.

Level 28 Perk

Rad Absorption

END 7

Your radiation decreases automatically over time.

Follower Perks

These perks will remain active so long as you have the follower with you. Some follower perks can be upgraded by passing speech checks. Refer to the list below.

Arcade Gannon

Better Healing

Increases healthy recovery by 20% from any source. Recommended to characters with high Medicine skill and Fast Metabolism perk for optimal efficiency.

ED-E

Enhanced Sensors

Your detection range is increased, making it possible for you to spot enemies at a greater distance. This perk will also allow you to target enemies even when they're cloaked. Best used with [Boone's](#) Spotter perk as you'll be able to spot and highlight enemies before they even know you're there. This is a perfect perk for sniper or ranged-weapons builds.

Raul

Regular Maintenance

Just by having Raul as your follower, your equipment decays 50% slower. This is pretty handy as you'll repair less and keep your equipment in good shape for an extended period of time.

Full Maintenance

Complete Raul's unmarked quest and convince him (at least Speech 66 required) to continue fixing things. This is an upgrade of Regular Maintenance and will lower your equipment decay rate by an astounding 75%.

Old Vaquero

Complete Old School Ghouls quest and convince Raul to return to his gun slinging past. This perk will increase Raul's firing rate by 30% when using revolvers and lever-action guns.

Veronica

Scribe Assistant

You'll be able to create Workbench items through one of Veronica's dialogue options. This is practically useful if you wanted to create Workbench items as soon as you find the materials.

Causeless Rebel

Complete Veronica's companion quest [I Could Make You Care](#) resulting of her leaving the Brotherhood. Veronica's unarmed attack rate is increased by 30%.

Bonds of Steel

Complete Veronica's companion quest [I Could Make You Care](#) resulting of her staying the Brotherhood. Veronica's Damage Threshold is increased by 4.

Rex

Search and Mark

When you zoom your view, all item containers (corpses, containers, lockers) that contains loot will be highlighted. This is practically useful if you're an adept scavenger.

Boone

Spotter

When aiming your iron sights, all enemies will be highlighted in red. Best paired with ED-E's Enhanced Sensors perk for maximum range.

Lily

Stealth Girl

Duration of Stealth Boys is increased by 200%. Sneak criticals also deal an additional 10% damage. She is the follower of choice of characters that rely on stealth to infiltrate and execute enemies.

Cass

Whiskey Rose

When drinking alcoholic drinks, you won't suffer its negative effects though you can still be addicted. However, you won't also suffer the negative effects of alcohol addiction. By drinking Whiskey, your DT is increased.

Hands of Vengeance

Complete Cass' quest, [Heartache by the Number](#) by killing Alice McLafferty and Gloria Van Graff. Cass will deal 15% more damage with guns.

Calm Heart

Complete Cass' quest, [Heartache by the Number](#) peacefully by recovering the evidences inside the Crimson Caravan and Silver Rush. Cass gets +50 HP.

Implant Perks

Implants can be administered from Dr. Usanagi of the New Vegas Medical Center. This clinic is located a bit east of Freeside's North Gate. This is the only location you can get them. Take note that this is a Followers of Apocalypse territory so make sure you're not in bad reputation with them to get the implants you want. Implants are expensive but its effects are permanent. You can increase any of your SPECIAL attributes by 1 (max rank: 1) for 4000 caps, and also get these two unique perks:

Sub-Dermal Armor (+4 DT) (8000 caps)

Monocyte Breeder (Regenerate HP) (12000 caps)

Take note that the number of implants you can take is determined by your endurance level. For your first implant, I suggest upgrading your endurance first, then the Sub-Dermal Armor. The Monocyte Breeder implant should be least prioritized or saved for last because not only it's too costly, but you won't benefit much from it. (1HP recovered per 10 seconds won't help that much in most situations)

Unarmed Perks

These are special moves exclusive only to unarmed specialists. To get these perks, you must seek the instructors and meet the requirements to learn the perk.

Khan Trick

Complete the quest Aba Daba Honeymoon by teaching Jack new chem recipes. This power attack will make your character throw dust to the eyes of the enemies, temporarily stunning them.

Legion Assault

When you have Unarmed 50 and have a good reputation with the legion, talk to Lucius to teach you this move. You need to be running to perform this power attack.

Ranger Takedown

Note: If you learn this power attack without Raul, it will stop the quest Old School Ghoul (see Raul's Old Vaquero perk) from progressing. Make sure you learn this AFTER completing the quest. You need to convince him to tell you more about this leg injuries. This move can knockdown enemies.

Scribe Counter

You need to acquire the White Glove Society attire or Formal Wear then give it to Veronica. She will teach you the technique as thanks. This is a counterattack move that will execute immediately after blocking an attack.

GENERAL TIPS

Character Building

Customizing and outfitting your character is one of the great features of the game. However, first time players may find it as a daunting task as they're unsure what SPECIAL stats to raise/lower, what skills to maintain and what perks to choose. This section will offer recommendations in helping you decide on how to develop your character. Fallout veterans may skip this section and skip to the main game.

SPECIAL attributes

During the character customization at the start of the game, you can distribute your attributes by using the 5 extra points. Should you need to increase an attribute more, you can lower the attribute you don't need that much then allocate it to your priority attribute. What attributes should you consider?

First, you must know that there are other ways of permanently increasing your SPECIAL attributes aside from the initial character customization screen. One is by buying implants and the other is by spending PERK points to the Intense Training perk.

Intelligence - The simple fact that it determines how much Skill Points you gain when leveling up makes it one of the priority attributes. You don't need to max it; raising it to LV7 or 8 should give you more SP to use on your skills. Higher intelligence also offers unique dialogue options.

Endurance - It determines your character's overall health and sets the maximum number of implants you can

endure. The lower your endurance, the more fragile your character is - regardless if you have good armor.

You can increase these two then leave the others with default values. Just raise them later as you see fit, especially when you can buy implants.

Combat Specializations

The Fallout world is all about practicality. In an environment where you tend to scavenge most of the time, you need to choose a combat specialization that's both practical and cost-effective. Nothing does it best than *guns*. Firearms are readily available and the most common weapon type in the Mojave wasteland. They're easy and cheap to maintain since you can find parts easily. They have a variety of ammo types as well, from anti-personnel to armor-piercing rounds. Ammo is no problem either as they're plentiful in shops, enemy loots or in containers. With the right skills, perks and attributes, you can take out almost ANY enemy at a distance, further saving you cost for armor maintenance and stimpacks/ Doctor's Bags.

Energy weapons are fewer in variety but they can be potent than most guns. They also have the chance to turn your enemies to dust. The only problems are maintenance and ammo since they're uncommon. Explosive weapons are more powerful in terms of damage and DPS. They're also great for crowd control. This is probably the most expensive combat specialization since you can't find explosives that often and they can damage you as well, prompting you to use healing items more often. Unarmed and melee weapons don't consume ammo at all. They're also lightweight and don't produce any sound at all - perfect for those stealthy executions. However, since they're uncommon as well, you may need to have them repaired through traders and shops. And since you need to fight enemies up close, your Stimpack/ healing item consumption will increase, as well as armor maintenance costs.

Skills

This section will give you a brief overview on what skills you should increase or maintain. This applies to any character in general.

Repair - Maintaining your weapons and armor is essential and will be very cost-effective in the long run. This will also allow you to keep a good inventory space as you can use weapons or armors of the same type for repairs, instead of carrying them back to a trader or shop, sell them and have them repair it for you. Also, higher quality weapons yield more caps when sold so this will also help you earn more by selling your loot. You can also unlock more recipes for Workbench and Reloading Benches. You can also disarm non-explosive traps (e.g. rigged shotguns) or repair important quest-related equipment (elevators, control panels) easily, saving you time from finding parts otherwise. The higher this skill level, the more percentage of the item's condition is restored per repair.

Barter - Not only that this skill drops the prices on shops and traders and increases the price of items you sell, but it also opens dialogue options in most quests and confrontations. Barter also allows you to bargain for more cap rewards after completing quests or even lower the costs of transactions (e.g. you need to pay somebody to get an item for a quest). Recommended level to maintain is 40 (30 if you have the Comprehension perk) since most barter dialogue checks require 50. You can just use the skill magazine *Salesman Weekly* to temporarily increase by 10 (20 if you have the Comprehension perk)

Speech - Unlike barter, this skill will only affect your dialogue options. There will be situations where you can just talk your way out of trouble, resolve (or create) confrontations or coerce an NPC to tell you more intricate information that they wouldn't give you otherwise. If you want to maintain a good reputation to as many factions as possible (since you'll be avoiding unnecessary bloodshed), this is a skill you should consider. Recommended level to maintain is 40 (30 if you have the Comprehension perk) since most speech dialogue checks require 50. You can just use the skill magazine *Meeting People* to temporarily increase by 10 (20 if you have the Comprehension perk). You can further stack these bonuses by consuming items like Party Time Mentats that boosts your CHA by 5! (+10 Speech Skill). Equip the Naughty Nightwear for an additional +10 Speech boost!

Lockpick - This is a very important skill to have since most of the best loot are behind locked containers, safes and doors. You shouldn't haphazardly allot points in this skill without considering the required skill level per difficulty. Locked containers and doors are divided in several levels. Easy needs at least 25 Lockpicking level, Average requires 50, Hard requires 75 and Very Hard requires a full 100. For example, having a skill

level of 49 won't allow you pick Average locks. It is recommended that you gradually increase this skill's level though the max level should be around 90 (you can use the skill magazine *Locksmith's Reader* to increase it by 10) or 80, if you have the Comprehension perk. The harder the lock difficulty, the better items there is!

Medicine - This skill increases the effectiveness of medical recovery items such as Stimpacks, Super Stimpacks, Doctor's Bags, Rad-X, Med-X and Rad-Away. Aside from that, you can also have access to more dialogue and interaction options, like healing wounded NPCs or making your own diagnosis.

Science - Similar to lockpick, this will allow you to hack terminals to open doors and safes that can't be picked or have a really high difficulty, disable or toggle turrets' targeting parameters, open new dialogue options or even interact with quest related machines. Terminals are also divided to various difficulty levels. Easy needs at least 25 Science level, Average requires 50, Hard requires 75 and Very Hard requires a full 100. It is recommended that you gradually increase this skill's level though the max level should be around 90 (you can use the skill magazine *Programmer's Digest* to increase it by 10) or 80, if you have the Comprehension perk. The harder the terminal difficulty, the better items there is! Science level also opens up new recipes in the work bench.

To fully maximize your skills, you must also learn how to combine various effects and bonuses you can get from equipment and consumables. For example, wearing an apparel that raises your Lockpick by 5 and using the Locksmith's Reader will give you a 15 point boost to your lockpicking skill (25 if you have the comprehension perk). That means if you can pick Average locks even if you have a skill level of 35 (25 with the Comprehension perk). Additionally, if you wear a headgear and consume an item that gives +1 bonus to you PERception, your lockpicking will be increased by 4 (+2 per Perception level).

Look around for Skill Books (you can identify them immediately because unlike Skill Magazines, they have 2.00 weight) that can permanently increase your skill levels by 3 (4 if you have the Comprehension perk)

Tip: When lockpicking and hacking, it will be a good practice to save after swapping equipments, reading skill magazines and using consumables so you can just easily reload the game (with all the temporary bonus points active) in case you need to retry hacking or picking. This is essential for those Hard/Very Hard locks and terminals.

Crafting

Crafting allows you to create items from junk you can find lying around. There are three types of objects that can help you with your crafting. Take note that your Science, Repair and Survival skill levels affect the number of available recipes you can create.

Campfires

These are scattered across the wasteland in temporary, abandoned or inhabited settlements/ camps. This will allow you to create various items like food, chems and antivenoms. If you're a melee combat specialist, you can create poisons here to coat your weapon. You can also tan Gecko hides here so can sell them for a good amount of caps. Most raw materials can be acquired from animal/ insect drops and gathering plants growing across the wasteland.

Reloading Benches

Here you can breakdown unwanted ammo and create new ammo types for your guns.

Workbenches

This will allow you to create more practical items like Stimpacks, Super Stimpacks, Doctor's Bags and Weapon Repair Kits. The latter is a rare item that will allow you to instantly repair any equipped weapon. This is very valuable for maintaining your unique, more powerful weapons in top shape. You can also recycle energy cells and craft more ammo for your energy weapons, destructive explosives such as Bottlecap Mine or Time Bomb and new Nuka-Cola variants.

Now here's a list of recommended and very helpful recipes, as well as their required materials so you can collect those along the way.

Weapon Repair Kit

Repairs any equipped weapon; perfect for maintaining those unique weapons if you don't have the Jury Rigging perk.

- Duct Tape (1)
- Scrap Electronics (1)
- Scrap Metal (3)
- Wonderglue (2)
- Wrench (2)

Doctor's Bag

Restores all damaged limbs but does not recover HP.

- Forceps (1)
- Scalpel (1)
- Surgical Tubing (1)
- Medical Brace (1)

Slasher

Its like having Psycho and Med-X in one shot.

- +25 Damage Resistance and +25 Damage boost
- Banana Yucca (2)
- Psycho (1)
- Stimpack (2)

Stimpack

- Broc Flower (1)
- Empty Syringe (1)
- Xander Root (1)

Super Stimpack

- Leather Belt (1)
- Nuka Cola (1)
- Stimpack (1)
- Mutfruit (1)

Party Time Mentats

+5 CHR, +2 PER, +2 INT

This is perfect for those with below/ average CHA and a good temporary boost in Speech and Barter skills.

- Honey Mesquite Pods (1)
- Mentats (1)
- Whiskey (1)

Resting and Camping

You can sleep anywhere that has a bed or makeshift bedsheet as long as its not irradiated and there's no nearby enemies. Sleeping instantly recovers your health and fixes your damaged limbs. This is a great way to save your healing items. However, sleeping on "safe" areas like owned apartment suites, rented rooms (in Novac, Atomic Wrangler) or safehouses provided by an allied faction will give you a "Well Rested" status that boosts gain experience by 10% for a limited amount of time.

Main Quests

The game is comprised of non-linear quests and later on, you'll have to choose which major faction you'll help in the battle to control the dam and the New Vegas. Take note that some quests are interconnected; an objective for a main quest can sprout an individual sidequest of the same nature. That said, there's also quests that will automatically fail should you take the other (applies on the series of quests given by major factions such as Caesar's Legion and the NCR) or taking out an NPC that's part of another mission. As such, this walkthrough will not feature a linear outline of how the quests will be taken in order. Instead, this guide will attempt to list the quests per location and give them individual mini-walkthroughs.

Aside from the “marked” quests (those that appear in the Quests option in your Pip-boy), there are also “unmarked” or free quests that you can do. These are not trackable in the map so you'll need to rely on the notes and other clues you have acquired. They do not reward you with exp like marked quests do but they'll often lead you to hidden treasures and item stashes. If you got the unmarked quest from an NPC, then it is usually a boost of reputation given as reward.

Ain't That A Kick In the Head

This is the very first quest in the game and the part where you'll need to customize your character. To know more about the SPECIAL attribute, traits, perks and skills, I suggest checking the overview section. Just follow the instructions and tests as they're given to you.

After the tests, you'll be given a Vault 21 jumpsuit, weapons, bobby pins, stimpacks and a measly amount of caps. These items will vary in number depending on your tagged skill. Additionally, if you have at least 25 Speech or Medicine levels, you can ask the doctor to give you 3 more stimpacks.

- Lockpick - 12 bobby pins
- Explosives - 8 Dynamite (available when Guns or Energy weapons are tagged as well)
- Energy Weapons - Laser Pistol (available when Guns is not tagged)
- Melee - Straight Razor
- Unarmed - Boxing Gloves (available when Melee is not tagged)

For starters, you can loot most items in the room without getting a rep/karma penalty. Loot even the junk since you can still sell them for caps. Players with Science 25 can create chems or stimpacks by examining the chemistry set near the clinic. Beside that is a broken 9mm Submachine Gun that can be repaired and looted by a character with Repair 25. Take note that the Doc also sells medical items so you can loot the junk and sell them off to him conveniently.

Back in the Saddle

Head to Prospector Saloon and talk to Sunny Smiles. She will give you some basic training before you head out. Follow her at the back of the saloon and she'll give you a Varmint Rifle and some ammo. Shoot the Sarsaparilla bottles as instructed. From here on, you can skip the tutorial or you can help her taking out the geckos for additional experience and supplies.

Follow her as she leads you to the three wells in Goodsprings Source and clear the geckos along the well. On the third well, there's a settler that gets attacked by geckos. If you managed to save her, you can talk to her to get a reputation boost for the community and to receive 3 Purified Water. You'll obtain experience and cap rewards for Sunny. You can end the tutorial here or proceed to the next tutorial quest.

They Went That-a-Way

This quest will trigger some sidequests along the way and is comprised of tasks that will span several locations and objectives. To get the individual walkthroughs for those sidequests, see the Sidequests section.

From Goodsprings, head southeast to Primm. On your way there, you'll be stopped by a NCR trooper. Carefully enter the town perimeter and kill the convicts outside. (There are at least 3 convicts by the roller coaster tracks behind the hotel). Head to the Nikki and Vance Casino and talk to Johnson Nash to learn about the man that shot you. Show him the Delivery Note you're carrying and he'll suggest to rescue Deputy Beagle that's been holed up inside the Bison Steve Casino, just across the street. This also opens the [My Kind of Town](#) sidequest (see *Sidequests section for a complete rundown of the quest*). Primm is also home to [ED-E](#), a combat eyebot that can be your very first companion. Just follow the link provided to know the requirements on how to recruit it and learn other info regarding it as well.

Enter the Bison Steve Casino and find the deputy inside the kitchen. You can sneak behind by taking the maintenance hallway but you'll need a key that can be acquired by hacking the terminal near the entrance.

Otherwise, you can just do it the old fashioned way and storm the area and kill all the enemies. Upon finding the deputy, you have several options to extract the information you need from him.

- Release him and talk to him inside the Vicky and Vance Casino
- [Speech 65] He will tell you the information immediately. You can leave him to his fate afterward
- [Speech 25] You can release him and convince him to stick with you. He becomes a temporary follower and will have a Companion Wheel when you talk to him. You can arm him to help you clear the area if you want.
- Pickpocket his journal and listen to him
- Kill him and loot the journal from his body.

Your next objective is to head Novac through Nipton. If you're underleveled, the safest path is to follow the road southeast until you reach Nipton. Head to the Town Hall to find a small group of Caesar's Legion members and some crucified people along the way. As you approach them, the officer named Vulpes Inculca will talk to you and start the sidequest [Cold, Cold Heart](#). Follow the link for more details.

Should you decide to do the related quests here or check the edifices for loot, you can continue to Novac by following the road north of Nipton. There will be petty raiders that will ambush you along the way. Continue along the road and you'll find a large dinosaur statue. Its the landmark of Novac.

Upon reaching the town, you can ask around and talk to named NPCs there to update your quest. The NPC you need to look for is Manny Vargas. There are four actions you can do to update your quest.

- Find the gift shop's entrance by the dinosaur's legs and enter it. Head upstairs to find Manny Vargas (during the day only) talk to him. He will ask you to clear the ghouls in the REPCONN Test Site, and will open the sidequest [Come Fly with Me](#).
- You can obtain the information from him if you have the *Confirmed Bachelor* perk.
- Access the terminal in his hotel room and read the entries inside
- Steal the holotape from his pocket
- Murder him and loot the holotape from his body. This will also fail the quest Come Fly with Me.

You can also ask Manny about Boone, his colleague that guards the town during the night. Boone can be recruited as a companion by completing the sidequest [One for My Baby](#). Follow the link for more details.

After getting the necessary information, the quest marker will lead you to Boulder City. Apparently, there's a hostage situation between the NCR troops and the Great Khans. This will also open the sidequest [Boulder City Showdown](#). You can tell Monroe that you can "Negotiate a deal" to make the Khans non-aggressive when you approach them. In any case, just talk to Jessup inside the temporary Khan hideout and confront him. Ask him about the Platinum Chip. If you settled the matter violently and killed Jessup, loot the "Chairmen Job Offer" note from his body and read it to complete the quest.

Ring-a-Ding-Ding

You need to reach The Tops casino in the central area of the New Vegas strip. Before reaching it, you need to access the outer area called Freeside first through the North and Eastern gates. Reaching the walled city of New Vegas can be done by trekking the deathclaw infested central road or make a roundabout to the west or east proceeding north. It will take a lot longer but relatively safer with manageable enemies along the way. Otherwise, if you can safely take out deathclaws easily (and preferably at a distance - like mid-high level snipers) then you can try your luck in taking the central path.

The outer area of Freeside has the Old Mormon Fort near the north gate - a home to the Followers, Mick and Ralph's bazaar to the east gate. It is separated by a makeshift wall which leads to the inner area where you can find the kings' hideout School of Impersonation, The Silver Rush and the Atomic Wrangler. South of the inner area is the heavily guarded gate leading to the New Vegas Strip. You have several options to gain entrance:

- If you have 2000 caps, you can submit it for inspection. Don't worry though, it won't be taken away from you. It will be used for a credit check.

- [Science 80] Indirectly hack the securitron by issuing a unique voice command.
- Complete the sidequest [GI Blues](#), then request a passport from the King as a reward
- Visit Mick and Ralph's and convince him to make a passport for you. He will initially charge you 500 caps which can be lowered to 375 if you successfully passed a Barter check. You need to wait for more than 24 hours for him to finish the passport.
- Just fight your way and destroy all the guards.

Once inside the strip for the first time, Victor will again greet you and tell you that Mr. House is eager to see you. Ignore this for now and head to the Tops Casino. A fellow named Mister Holdout may approach you and offer you some holdout weapons which you can sneak in casinos. The higher your Sneak level is, the better weapons you can carry inside.

Upon entering the Tops, you'll be asked to deposit your weapons. I suggest complying but smuggling holdout weapons as you'll never know when you'll need them. Once inside, you need to confront Benny. There are several ways of approaching him. Ultimately, it will save you a lot of time to just kill Benny and take the Platinum Chip from him.

Coercing Benny's right-hand man, Swank

Swank stands by the entrance, near the casino greeter. You need to pass three Speech dialogue checks (15, 30, 45) or show him the hard evidences you collected (Benny's cigarettes from your grave, his Lighter and the Chairmen Job Offer from Jessup). Once you convinced him, he'll give you Benny's Suit Key and he'll keep Benny busy while you do your search. You'll also get your deposited weapons back.

If you agreed to Swank's suggestion, Benny will escape. If you want him dead (which is recommended), disagree and convince Swank to take Benny out right now. He will arrange for Benny to return to his suite where you can kill him. Or, you can just confront him and kill him after getting all your weapons back.

Confront him on the ground floor

If you follow the quest marker, it will lead you to the checkered-suit man with four bodyguards. As you approach him, he'll immediately talk to you. Whatever conversation options you choose, he'll try to convince you to talk to him in private.

- If you agreed to go ahead the presidential suite, Benny will send his henchmen to ambush you after speaking to the intercom in the suite.
- Speech 65: Convince Benny to go to the presidential suite without his bodyguards
- Barter 35: Same as the first option but you can ask for 500 caps to fulfill your contract

Attacking Benny will make all armed NPCs in the casino hostile. That includes the greeter and Swank (if you haven't talked to him). This is only applicable if you're really confident about your combat skills and you can take considerable damage before dying.

Killing Benny will allow you to loot his unique suit and a unique 10mm pistol called Maria. If Benny manages to escape, you'll need to track him down in Fortification Hill (Caesar's Legion territory) and deal with the bastard to get the Platinum Chip. Either way, after dealing with Benny (killing or forcing him to flee), head to his suite and check the modified securitron named the Yes Man. This will unlock a series of new quests that will decide the fate of New Vegas.

Also, after leaving the casino, two emissaries from the NCR and Caesar's Legion will talk to you. You'll learn that your past crimes with them have been automatically forgiven and your reputation with them returns to normal. Caesar's Legion will require you to visit the Legion's main camp and talk to their head, Caesar himself. For the NCR, you need to speak with the ambassador in NCR's embassy in the last area of the Strip. If you want to follow Mr. House's plans, you need to speak with him on the Lucky 38 casino. Moreover, you can ignore the three factions and concentrate on the independent New Vegas. More details about the quests and how they'll affect the outcome of the game will be discussed later on.

Independent Storyline

Exhausting the available dialogue options with the Yes Man should unlock the these three quests necessary for this storyline:

- Wild Card: Change in Management
- Wild Card: Side Bets
- Wild Card: You and What Army?

Wild Card: Change in Management

Your first objective is to take down Mr. House himself. He's located inside his inner sanctum, which can be accessed by hacking the only terminal in the top floor of the casino (Science 75 required) or using a Lucky 38 VIP Card. Take note that doing this will instantly turn every securitron in the area hostile, including Victor. The Lucky 38 VIP card can be acquired in any of these two places:

- Chief Hanlon's desk in the House Resort, north of Camp Golf.
- The second floor of H&H Tools Factory. It is located west of New Vegas Square, about 1 o'clock of the Freeside North Gate.

Once ready, head to the Lucky 38 Casino where Victor will escort you to the penthouse. Head to the terminal in the lower level of the penthouse and unlock the antechamber. Be prepared as you'll have to take out several securitrons along the way. There's also a security terminal by the windows which you can access and override the security protocols, deactivating the robots' hostile stance.

Continue deep inside the chamber to find Mr. House's capsule. Access the only terminal in the area and select to open the "LS Chamber" of Mr. House. From there on, you can "sterilize" the chamber to instantly kill Mr. House or disable the "Cerebral interface" which will reveal his ghastly form. You can then kill him there or let him exposed to microbial infection.

Return to Yes Man and tell him that Mr. House was taken care of. As long as you have the Platinum Chip (which you should if you killed Benny), you can instruct Yes Man to meet you at the back of the Casino. Head to Lucky 38's penthouse and meet up with Yes Man. He will transfer his AI to the House Mainframe. You'll be asked to head to the basement, which you'll be automatically taken to. Follow the marker and the Platinum Chip in your possession will upgrade the securitrons in New Vegas. However, the large chunk of the securitron army is located in the hidden bunker at the Fort. This is an optional but a really necessary quest if you want to win against the two major powers in the Mojave. Quest concludes after the upgrade.

Wild Card: You and What Army?

If you have the Platinum Chip, you can head to the bunker directly. Otherwise, you need to get it from Benny, which has fled to the Fort. Either way, you still need to head there as the bunker is located in that locale. To reach the Fort, you must take a raft ride by talking to the Legion personnel in Cottonwood Cove. Upon arrival, you'll be asked to deposit your weapons (or sneak holdout weapons if you prefer). If you don't have the Platinum Chip, you need to speak with Caesar first to get it. Once you have it, follow the quest marker that leads to an old Weather Monitoring Station.

Upon entering, your weapons will be returned. Activate the nearby console using the chip. The security robots in the bunker have been activated. Start by destroying the Protectron at the bottom of the steps, then enter the next room to the right, where you can access the terminals to disable the Protectrons (Science 75 required) or shut down the turrets (Science 50 required). If Caesar gave you the chip, he'll tell you to blow up the bunker instead. There are three generators along the way; destroying this will complete the objective. Unless you're allying with Caesar, this is not a wise idea. Keep exploring the area until you finally reach the door that says "System Room". This is the control room of the bunker. Access the operations console, insert the Platinum Chip and upgrade the massive securitron army.

Wild Card: Side Bets

This quest is long and will take several steps at the same time trigger some sidequests along the way. You'll need to interact with the various tribes and smaller factions to destroy them, leave them alone or enlist their

aid. For the Independent Storyline however, you can only enlist the help of the Boomers. For easier reference, you can check the rundown of the tasks within this quest. Talk to the Yes Man after meeting the factions listed below. It is also possible to just skip through them and ignore their impact to the upcoming battle at all.

Boomers

- Ignore the Boomers
- Destroy the Boomers
- Enlist their help (Complete a series of sidequests to gain their favor, the main one is [Volare!](#))

Brotherhood of Steel

- Ignore the Brotherhood. They will attack the NCR during the second battle of Hoover Dam though they won't be doing this to support you.
- Destroy the Brotherhood of Steel by killing everybody in the Hidden Valley bunker or set it to self destruct.
- Complete the quest [Still in the Dark](#) to convince them to support the NCR.

Great Khans

- Ignore the Great Khans
- Destroy the Great Khans
- Complete the quest [Oh My Papa](#) for the NCR and the Khans to ally with each other.

Omertas

- Ignore the Omertas
- Foil the big bosses' racket through the quest [How Little We Know](#)
- Support the big bosses' racket through the quest [How Little We Know](#)

White Glove Society

- Ignore the White Glove Society
- Destroy the White Glove Society
- Convert the White Glove Society to cannibalism through the quest [Beyond the Beef](#)

Wild Card: Finishing Touches

For this next part of the quest, Yes Man will give you a chip which you'll need to plant in the El Dorado Substation. As additional objectives, you need to

- Protect President Kimball from an assassination attempt. OR
- Assassinate the president yourself
- Convince the Followers to support an Independent Vegas

To protect the president, See the details for the quest *You'll Know It When It Happens* for various methods of stopping the assassin.

To assassinate the president, it will help if you have a good standing with the NCR. This will allow you to get near the stage where the president will give his speech. Just maintain a good distance or his guards will engage you. Another good position is the tower behind the stage. This is where the real assassin takes position. You can kill him if he confronts you then take his position. This is recommended for sniper-type characters that are well-versed with rifles.

To get the support of the Followers, head to the Old Mormon Fort in Freeside and simply talk to Julie Farkas.

The optional objectives above have direct impact to the endings. Apparently, saving Kimball and getting the support of the Followers will help a lot in the establishing of an independent New Vegas. As for the main objective, you can find the El Dorado Substation due north of HELIOS One. It should be immediately visible since most of its electrical facilities are intact. The guards in the facility will shoot intruders on sight. If you care about your reputation with the NCR, it will help a lot if you have an NCR armor ready to wear as disguise. Otherwise, you can simply get rid of the guards by force. As an additional note, if you have Boone in your

party, he'll leave you if he witnesses you installing the chip so make him wait outside so he doesn't witness the act.

You'll Know It When It Happens

Talk to Ranger Grant to receive your orders. You can check the area for some clues as part of the optional objective. Enter the supply closet in the same floor you're in and you should be able to examine the blood stain on the floor as long as you have PER 6. Make sure to steal the NCR Engineer jumpsuit from the locker. Next, hack the AVERAGE terminal by the lobby and select the Security Duty Roster option. Go upstairs and exit to report back to Ranger Grant.

There are three possible options to prevent the assassination of the president:

1. Stop the sniper that will position himself on the tower behind the president's stage
2. Disarm the bomb in the presidential vertibird
3. Find the legion engineer and reveal his identity.

Once outside, be careful not to carelessly approach the vertibird as this will cause the guards to become hostile. Wear the engineer jumpsuit and take the stairs where the vertibird has landed. Examine it (Repair or Explosives 50 required) You'll find the bomb, then report to Grant as soon as the president's speech has started. This is actually the easiest way to complete this quest as the sniper will shoot, miss and hit a ranger. If you want the unique NCR Ranger Combat Armor, run and loot the corpse before it disappears. You can also head to the landing pad before the vertibird arrives and find an engineer and a soldier there. You can pickpocket the detonator from the engineer.

With the method discussed above, you can also pickpocket detonator from the engineer and show it to Ranger Grant. If Rex is in the party, he will immediately root out the saboteur who will in turn become hostile. You can kill him or let the rangers do it for you.

Beware when pulling your weapons here as the rangers will immediately treat you as a threat. If you failed to disarm the bomb or your skills are not sufficient to do so, you need to take out the sniper. Take note of the tower nearest to the stage and keep your weapon holstered. When you see the NCR sniper get thrown off by the assassin, pull out your weapon and take him out.

Another alternative is to approach the tower behind the stage. If you see a dead ranger's body on the ground, that means that the assassin has already taken his position. You can just climb the ladder and kill the assassin.

By preventing the assassination and when the president leaves the area safely, the quest will be completed.

No Gods, No Masters

At last, the battle in Hoover Dam now takes place. You need to fight your way in the midst of battle. If you managed to sever the ties of the Great Khans and the legion (see details for the quest [Oh My Papa](#)), they'll join the battle as a third party group that will serve all as cannon fodder. However, you can't entirely rely on them since they'll be taken out in the long run. If you have infamy with the NCR, you'll need to fight through both forces. This can be alleviated a bit by grabbing an NCR or Legion armor and disguising yourself as one of them.

To get inside the dam, you need to fight through the dam bridge. If you helped the Boomers and recovered the sunk bomber, you'll find them flying overhead and will drop bombs that will clear the part of the bridge ahead of you. Otherwise, you need to fight your way through the enemy forces there. Head to the second guard tower (past the first one where President Kimball's assassin took position) then enter it. Look for the elevator to the Hoover Dam offices then ride it.

Follow the path east until you come across the control room. There are two NCR Heavy Troopers guarding the entrance and won't hesitate to open fire if you ignored their warnings. If you want to keep your reputation in NCR intact, you can convince them to leave their posts with Speech 75. Otherwise, you have no choice but to gun them down. Expect them to go down a bit slower, thanks to their power armors. Examine the control panel to install the override chip. Once Yes Man's familiar face populates the monitors, you have two options:

- If you have managed to activate the securitron army under The Fort and upgraded them during the quest [Wild Card: You and What Army?](#), you can route the dam's power output to the vault housing the securitrons.
- If you haven't upgraded the securitrons or destroyed them, your only option is to destroy the dam's generators.

(Option 1) To complete the entire process, you must manually activate a switch afterwards. To find it, you exit the control room, then turn to the left. Continue east, south, east then open the doors leading to Power Plant 01. Go to the balcony, turn to the right then flip the east electrical switch there. Backtrack to the second guard tower and exit.

(Option 2) To complete the entire process, you must manually activate a switch afterwards. To find it, you exit the control room, turn to the right. Continue west, south, west then open the doors leading to Power Plant 01. Go to the balcony, turn to the right then flip the west electrical switch there. Backtrack to the second guard tower and exit. Take note that the NCR will start attacking you regardless of disguise once the generators explode.

Once outside, push through the remaining legion forces until you reach the Legate's Camp. Take note that if you managed to convince the Remnant veterans to join the battle (See the details for the quest [For Auld Lang Syne](#)) a vertibird will land and drop the power armored veterans to assist you in your advance. Continue your advance inside the camp and clear the last remaining opposition. Go up the hill to finally meet the Great Legate himself. Upon meeting him, you can attack him on sight or use diplomatic means to convince him to retreat. Take note that doing the latter option will require you to have really high/ perfect Speech and Barter levels.

Once you've dealt with Lanius, General Lee Oliver and his NCR rangers will make an entrance. You can trash talk him before ordering your securitrons to kill him and his guards. Or use your Speech 100 dialogue options to avoid bloodshed. Or lastly, you can order the Yes Man to eject the general in a very satisfying matter.

Watch the ending scenes and you'll get to see the results and the implications of your actions.

NCR

Things that Go Boom

Find the embassy at the end of the strip after passing two gates. Enter the embassy and talk to ambassador Dennis Crocker. He will send you to Nellis Airforce Base to get the support of the Boomers. Talk to Mother Pearl to learn how to get their support. Refer to this [link](#) to know how to reach the airfield in one piece and what tasks/ quests that you need to do to get idolized by the Boomers. Once they pledge their support to you in the upcoming battle, report back to the ambassador.

King's Gambit

You either need to kill Pacer so it looks accidental or just use your diplomatic skills to convince the King to stop hostilities with the NCR.

- **Kill Pacer**
There are several ways of killing Pacer discreetly. The easiest will be sneaking in his room and adding Psycho in his stash of Jet. This requires Medicine 60 and a Psycho of course. Check his bed and examine the box that looks like a cigarette carton. Leave the room and wait until Pacer dies of overdosing.
- **Diplomatic**
Easiest way is to use the unused favor for completing G.I Blues. Otherwise, the King will refuse and you'll have to report back to the Ambassador. He will then ask you to talk to Colonel Moore in Hoover Dam or Colonel Hsu in Camp McCarran.

If you talked with Colonel Moore, she'll order you to tell the Kings to stand down or be destroyed. She will also send a NCR trooper squad to back you up. This option will lead to violence as the King won't

listen to anything you say anymore and a fight will break out. You'll gain infamy for killing Kings members so just let the troopers do it. Quest will fail.

If you talked to Colonel Hsu, he will advise you to offer the King support from the NCR. The King will agree to this but Pacer will immediately stage a coup and a handful of kings members. You can help killing the traitors.

After accomplishing any of these tasks, you can return to Crocker to get your reward. You can also ask for additional compensation by using Barter 60.

For the Republic, Part 2

To reach the dam, fast travel to Ranger Station Delta and follow the road north. Enter the Dam Visitor Center which is the first building you'll see, then take the elevator to the Power Plant. Follow the marker to the Offices then follow it again as it leads you to Moore. Your first task is to contact the Great Khans and enlist their support or destroy them.

See the [Red Rock Canyon](#) for details on how to get there. Once there, look for the building called Great Khan Longhouse, located uphill to the north. Check your local map for details.

Once inside, you'll find Papa Khan and other named NPCs. Papa Khan is the current leader of the Great Khans and he will not break their alliance with Caesar's Legion if you talk to him directly. Should you wish to enlist their help, you must talk to the guy named Regis. This will open a new quest called [Oh My Papa](#). See that quest for more details.

Next, Moore will ask you to investigate the Omertas. This is done by completing the sidequest [How Little We Know](#). See that quest for more detailed instructions.

Moore will then order you to take out Mr. House. This will automatically fail the quest The House Always Wins. Head to the Lucky 38 elevator and go to the Penthouse level. You need to access the terminal with Science 75 or getting the Lucky 38 VIP card from H&H tools factory. Opening this terminal will make every securitron to become hostile. There will be another HARD terminal here that you need to hack or open. Take the elevator to the control room, use the terminal to Unseal the life support chamber. Talk to Mr. House afterward. You may kill him or disable the Cerebral Interface. You'll lose karma either way. Report back to Moore afterward.

Moore will then ask you to take out the Brotherhood of Steel. If you completed the quest Still in the Dark, have a positive reputation with the group and didn't help ousting McNamara, then there's a diplomatic solution to this task. McNamara will offer a truce and even offer to send troops in defense of Hoover Dam. Otherwise, there's no peaceful resolution in this part. If you have negative rep with the Brotherhood, you can just clear the entire bunker and even reverse the targeting parameters of the turrets inside. Return to Moore and tell him about the truce. This will gain a bit of NCR infamy but it shouldn't be that much to lower your reputation with them. The quest *You'll Know When It Happens* will be added to your list. See the details below.

You'll Know It When It Happens

Talk to Ranger Grant to receive your orders. You can check the area for some clues as part of the optional objective. Enter the supply closet in the same floor you're in and you should be able to examine the blood stain on the floor as long as you have PER 6. Make sure to steal the NCR Engineer jumpsuit from the locker. Next, hack the AVERAGE terminal by the lobby and select the Security Duty Roster option. Go upstairs and exit to report back to Ranger Grant.

There are three possible options to prevent the assassination of the president:

4. Stop the sniper that will position himself on the tower behind the president's stage
5. Disarm the bomb in the presidential vertibird
6. Find the legion engineer and reveal his identity.

Once outside, be careful not to carelessly approach the vertibird as this will cause the guards to become hostile. Wear the engineer jumpsuit and take the stairs where the vertibird has landed. Examine it (Repair or Explosives 50 required) You'll find the bomb, then report to Grant as soon as the president's speech has started. This is actually the easiest way to complete this quest as the sniper will shoot, miss and hit a ranger.

If you want the unique NCR Ranger Combat Armor, run and loot the corpse before it disappears. You can also head to the landing pad before the vertibird arrives and find an engineer and a soldier there. You can pickpocket the detonator from the engineer.

With the method discussed above, you can also pickpocket detonator from the engineer and show it to Ranger Grant. If Rex is in the party, he will immediately root out the saboteur who will in turn become hostile. You can kill him or let the rangers do it for you.

Beware when pulling your weapons here as the rangers will immediately treat you as a threat. If you failed to disarm the bomb or your skills are not sufficient to do so, you need to take out the sniper. Take note of the tower nearest to the stage and keep your weapon holstered. When you see the NCR sniper get thrown off by the assassin, pull out your weapon and take him out.

Another alternative is to approach the tower behind the stage. If you see a dead ranger's body on the ground, that means that the assassin has already taken his position. You can just climb the ladder and kill the assassin.

By preventing the assassination and when the president leaves the area safely, the quest will be completed. After protecting the president, talk to Moore. She will send you to the general. This is a major turning point in the game so make sure you have done everything you want up to this point.

Eureka!

Speak to Moore when ready. While talking to the General Lee Oliver, you'll learn about the legionaires that snuck in the tunnels. You'll be asked to take them out. You'll also learn get the optional task of flushing the legion out of the turbines to stop their attack. You'll start in the south end of Power Plant 04. Head north to Power Plant 03 then look for the water overflow terminal on the second floor, to the south. (Science 65 required). After activating the terminal, exit south back to Power Plant 04 then look for a door on the eastern wall. This will bring you outside. Look for the valve just after the second sandbag north. Activate it manually and watch as blood and body parts get flushed out of the water nearby.

Return inside then fight your way through until you reach Power Plant 01. Go upstairs and follow the path until you find the elevator leading to the Hoover Dam Visitor's Center. Exit the building and proceed to the dam bridge where heavy fighting is taking place. If you helped the Boomers and recovered the sunken bomber, they'll be flying overhead and will drop firebombs that will decimate a good number of Legion soldiers. Great Khans will be here as well, if you managed to sever their ties with the Legion. They will serve their role of being cannon fodder happily. Fight on until you reach the checkpoint shack in the middle of the bridge.

Exit to the other side of the checkpoint and the Alpha Squad will report in. They thank you for your support and will offer to help you. With Speech 85, you can order them to push with the advance. Otherwise, you can request for sniper fire support, lead the charge head on or simply decline their offer.

Continue your advance inside the camp and clear the last remaining opposition. Go up the hill to finally meet the Great Legate himself. Upon meeting him, you can attack him on sight or use diplomatic means to convince him to retreat. Take note that doing the latter option will require you to have really high/ perfect Speech and Barter levels. Defeating him is no easy feat, considering his defense and damage ratings. After taking him out, talk to General Lee Oliver for the debriefing. Watch the ending scenes.

Mr. House

The House Always Wins I

Head to the Lucky 38 Casino then speak to Victor at the entrance. Go inside then take the elevator to reach the Penthouse. Go downstairs and talk to the image of Mr. House. If you managed to get the Platinum Chip from Benny during the quest [Ring-a-Ding-Ding](#), you can simply hand it over to Mr. House. If you haven't met him or recovered the chip yet, see the details for that quest to learn about your other options.

After surrendering the chip, Mr. House will then instruct you to go to the basement. Witness the reprogramming and upgrading of the securitrons. After the upgrade, you'll be taken back to the penthouse and you'll receive your next instructions.

The House Always Wins II

Next, you need to the Legion territory across river. You must have the quest [Render Unto Caesar](#) active which will earn you the mark of Caesar (which resets your reputation with the Legion) and the ability to travel to the Fort via the raft in Cottonwood Cove.

Upon reaching the Fort, you need to surrender your weapons then work your way west of the camp to find the abandoned Weather Monitoring Station. Use the Platinum Chip to open the doors and access it. If you have Science 50, you can disable the turrets. With Science 75, you can disable the station's entire robot security. Keep exploring the area until you finally reach the door that says "System Room". This is the control room of the bunker. Access the operations console, insert the Platinum Chip and upgrade the massive securitron army. Report back to Mr. House once done.

The House Always Wins III

Mr. House will then ask you to meet the Boomers in [Nellis Air Base](#). You have the option to neutralize them or get their support. Follow the link above to get the list of quests and other tasks you can do to increase your reputation with the boomers and ultimately earn their loyalty. Once done, report to Mr. House.

The House Always Wins IV

For this mission, you need to take care of the Omertas. You can stop or aid their plans during the quest [How Little We Know](#) or just kill them all. Follow the link to find the complete walkthrough for that quest. Report back to Mr. House once done.

The House Always Wins V

For this quest you need to take out the Brotherhood of Steel by destroying their bunker or clearing it from the inside. If you'll enter their bunker in Hidden Valley for the first time, you may need to complete the quest [Still in the Dark](#) to gain their trust and access the bunker freely. Once inside, you can complete other quests if you want or just unleash hell and kill them all.

To destroy them all without wasting too much time and effort, you may activate the bunker's self-destruct sequence. The terminals that can activate this is located in the VR Chamber south of L2. You need to secure three keycards to access the authorization terminal. There individually kept by the following BoS personnel:

- Head Scribe Taggart - Usually on the VR chamber or in his bed
- Head Paladin Hardin - Usually patrolling the entrance between L1 and L2
- Elder McNamara - In his seat in the command room or on his bed.

Your only option to get these keycards is by pickpocketing them so always save before doing it; killing the targets will make the whole bunker hostile. Having a high sneak level and using a stealth-boy will help a lot. After securing the keycards, activate the authorization terminal which will release a password for the activation terminal. Access that next then activate the self-destruct sequence. Quickly leave the bunker. Report to Mr. House once done.

The House Always Wins VI

For this mission, you need to protect NCR President Kimball from an assassination attempt during his visit in Hoover Dam. This is done during the quest [You'll Know It When It Happens](#). Having a good reputation with the NCR will help a lot as you'll be able to move around freely. Otherwise, you'll need to wear an NCR disguise. Report to Mr. House that the president has been successfully protected or has died.

The House Always Wins VII

You'll need to install the override module in the El Dorado Substation which due north of HELIOS One. It should be immediately visible since most of its electrical facilities are intact. The guards in the facility will shoot intruders on sight. If you care about your reputation with the NCR, it will help a lot if you have an NCR armor ready to wear as disguise. Otherwise, you can simply get rid of the guards by force. As an additional note, if you have Boone in your party, he'll leave you if he witnesses you installing the chip so make him wait outside so he doesn't witness the act. Inform Mr. House that you successfully implanted the override chip.

All or Nothing

At last, the battle in Hoover Dam now takes place. You need to fight your way in the midst of battle. If you managed to sever the ties of the Great Khans and the legion (see details for the quest [Oh My Papa](#)), they'll join the battle as a third party group that will serve all as cannon fodder. However, you can't entirely rely on them since they'll be taken out in the long run. If you have infamy with the NCR, you'll need to fight through both forces. This can be alleviated a bit by grabbing an NCR or Legion armor and disguising yourself as one of them.

To get inside the dam, you need to fight through the dam bridge. If you helped the Boomers and recovered the sunk bomber, you'll find them flying overhead and will drop bombs that will clear the part of the bridge ahead of you. Otherwise, you need to fight your way through the enemy forces there. Head to the second guard tower (past the first one where President Kimball's assassin took position) then enter it. Look for the elevator to the Hoover Dam offices then ride it.

Follow the path east until you come across the control room. There are two NCR Heavy Troopers guarding the entrance and won't hesitate to open fire if you ignored their warnings. If you want to keep your reputation in NCR intact, you can convince them to leave their posts with Speech 75. Otherwise, you have no choice but to gun them down. Expect them to go down a bit slower, thanks to their power armors. Examine the control panel to install the override chip. To complete the entire process, you must manually activate a switch afterwards. To find it, you exit the control room, then turn to the left. Continue east, south, east then open the doors leading to Power Plant 01. Go to the balcony, turn to the right then flip the east electrical switch there. Backtrack to the second guard tower and exit.

Once outside, push through the remaining legion forces until you reach the Legate's Camp. Take note that if you managed to convince the Remnant veterans to join the battle (See the details for the quest [For Auld Lang Syne](#)) a vertibird will land and drop the power armored veterans to assist you in your advance. Continue your advance inside the camp and clear the last remaining opposition. Go up the hill to finally meet the Great Legate himself. Upon meeting him, you can attack him on sight or use diplomatic means to convince him to retreat. Take note that doing the latter option will require you to have really high/ perfect Speech and Barter levels.

After the battle, General Lee Oliver and his bodyguards will arrive. You can kill him and his soldiers or convince them to surrender the dam with Speech 100 or Science 100 or Barter 100. Watch the ending scenes.

Caesar's Legion

Render Unto Caesar

After completing the quest [Ring-a-Ding-Ding](#), you may get an invitation from Caesar delivered by Vulpes Inculca or Alerio if you killed Vulpes back in Nipton. If you've been in bad terms with the Legion before, all will be forgiven and you'll be allowed you safe passage to the Fort, the main camp of Caesar's Legion in the area. To reach it, you need to take the raft ride from Cottonwood Cove. After reaching the Fort, you'll be forced to surrender "banned" items. You can ask what are banned items and with Speech 35, you'll be able to convince the guard and allow you to keep your chems and meds. Climb uphill and enter the main camp. Look for the large tent in the center of the camp and meet the man himself, Caesar.

1. Destroying the Mr. House's bunker under the Fort

Caesar's first task for you would be destroying Mr. House's bunker under the weather station and you'll receive the Platinum Chip. Find the entrance to the bunker behind Caesar's tent. Upon entering, your confiscated items will be returned. Enter the bunker and use the Platinum Chip to open the floor hatch. If you have Science 50, you can disable the turrets using the terminal on the first room. With Science 75, you can disable the station's entire robot security. Keep going until you find the generator room guarded by several protectrons. If you're planning to betray Caesar, don't destroy the power regulators but instead keep pushing through until you reach the room tagged as "Systems Room". You can insert the Platinum Chip and use it to upgrade the securitron army for your or for Mr. House's benefit. Otherwise, destroy the power regulators and the whole facility will be rocked by explosions, becoming very unstable. Exit the bunker and fight your way through any opposition that may be left. Report to Caesar afterward.

2. Mr. House

As for your next task, you'll need to kill Mr. House himself. Head to the Lucky 38 Casino in the strip. If you blew up the bunker, the remaining securitrons will be hostile towards you. Take the elevator to the penthouse. He's located inside his inner sanctum, which can be accessed by hacking the only terminal in the top floor of the casino (Science 75 required) or using a Lucky 38 VIP Card. The VIP card can be acquired in any of these two places:

- Chief Hanlon's desk in the House Resort, north of Camp Golf.
- The second floor of H&H Tools Factory. It is located west of New Vegas Square, about 1 o'clock of the Freeside North Gate.

Clear the hostile securitrons then head to the terminal in the lower level of the penthouse and unlock the antechamber. Be prepared as you'll have to take out several securitrons along the way. There's also a security terminal by the windows which you can access and override the security protocols, deactivating the robots' hostile stance.

Continue deep inside the chamber to find Mr. House's capsule. Access the only terminal in the area and select to open the "LS Chamber" of Mr. House. From there on, you can "sterilize" the chamber to instantly kill Mr. House or disable the "Cerebral interface" which will reveal his ghastly form. You can then kill him there or let him exposed to microbial infection. Report to Caesar once done.

3. Forge an alliance with the Boomers or remove them as threat

Caesar will then ask you to meet the Boomers in [Nellis Air Base](#). You have the option to neutralize them or get their support. Follow the link above to get the list of quests and other tasks you can do to increase your reputation with the boomers and ultimately earn their loyalty. Once done, report to Caesar.

4. Forge an alliance with the White Glove Society

Travel to the Strip and enter the Ultra-Luxe Casino. Bring Caesar's offer of allegiance to Marjorie in The Gourmand which she will refuse. Next, talk to the dandy man by the lobby by the name of Mortimer. If you have the Cannibal perk or Speech 62, you can cut through the chase and learn how to convert the Society to cannibalism. See the details for [Beyond the Beef](#) to learn more about your options. The path you'll take will be helping Mortimer serve the necessary meal for the banquet.

5. Destroy the Brotherhood of Steel

For this quest you need to take out the Brotherhood of Steel by destroying their bunker or clearing it from the inside. If you'll enter their bunker in Hidden Valley for the first time, you may need to complete the quest [Still in the Dark](#) to gain their trust and access the bunker freely. Once inside, you can complete other quests if you want or just unleash hell and kill them all.

To destroy them all without wasting too much time and effort, you may activate the bunker's self-destruct sequence. The terminals that can activate this is located in the VR Chamber south of L2. You need to secure three keycards to access the authorization terminal. There individually kept by the following BoS personnel:

- Head Scribe Taggart - Usually on the VR chamber or in his bed
- Head Paladin Hardin - Usually patrolling the entrance between L1 and L2
- Elder McNamara - In his seat in the command room or on his bed.

Your only option to get these keycards is by pickpocketing them so always save before doing it; killing the targets will make the whole bunker hostile. Having a high sneak level and using a stealth-boy will help a lot. After securing the keycards, activate the authorization terminal which will release a password for the activation terminal. Access that next then activate the self-destruct sequence. Quickly leave the bunker. Report to Mr. House once done.

6. Caesar's Ailment

You need to find a cure for his tumor. See the details for the quest [Et Tumor Brute](#).

7. The assassination of NCR President Kimball

The president is coming in for a visit in the NCR stronghold of Hoover Dam. It's up to you to make sure he never leaves again. See the details for the quest [Arizona Killer](#).

After completing all the tasks, talk to Caesar or Lucius (if Caesar's dead) to start the last battle ([Veni, Vidi, Vici](#))

Et Tumor, Brute?

After getting rid of the Brotherhood of Steel, Caesar will talk to you about his recurring headaches. With Medicine 50 or Speech 60, you'll be able to diagnose his condition and offer suggestions. With Medicine 75 or Speech 65, you can recommend performing an operation. You just need some surgical tools and a Doctor's Bag. If you can't pass the dialogue checks, you don't have any choice but to fix the auto-doc by finding the missing diagnostic scanning module. See the details below:

Acquiring the Surgical Tools

The place to get them is the New Vegas Medical Center. You can get it free by stealing it from the First Aid Box in the operating room of the clinic. If you can't steal it somehow, you can just buy it from Dr. Usanagi for 1000 caps.

Acquiring the Doctor's Bag

This is pretty much easier to acquire since almost all merchants sell them at an affordable price. You can also make them out of scratch.

Acquiring the diagnostic scanning module

Again, you'll only need to look for this troublesome item if you failed the speech and medicine checks. You can find this in Vault 34. Before heading there, make sure that you have a Space Suit or Radioactive Suit handy, as well as a good supply of Rad-X and Radaways. It's location will be disclosed if you triggered the quest *Hard Luck Blues* before.

Enter the cavern and fight through the Golden Geckos until you reach the vault entrance. Once inside the vault, explore the area until you find a submerged corridor near the clinic and Overseer's office doors. Dive down and follow the corridors until you find a debris-filled room. Check the technician's body under the desk to obtain the Vault 34 Utility Terminal Password. Explore the area again until you reach the Utility room. Use the password to boot up the terminal and activate the Pump Station. Once the water is drained, enter the 1st floor, go downstairs then look for Security Station A. You should find several furniture stacked up each other. The Broken MKII Auto-Doc in the corner; activate it and get the module inside.

Once ready, return to Caesar to perform the operation. You can successfully operate Caesar and save his life with Medicine 75 or Luck 9. Any lower than those and Caesar dies. If you'll use the auto-doc, insert the module and set the machine to operate successfully or not. If Caesar lives, he'll thank you and you'll be starting the next quest immediately. Otherwise, you need to explain his death to his second-in-command, Lucius through Speech or Medicine 50. The next quest will be given by him instead.

Arizona Killer

As a quick summary, here's a list of the things you can do to kill the President:

- Plant a bomb on the Vertibird (Explosives 50 required)
- Plant a C4 of Private Watson and detonate it once he's beside the president.
Rig the stage where the president will hold his speech to explode (Repair 50 required)
- Reprogram the AA console to shoot the vertibird
- Hack the terminal in the Visitor Center to modify the vertibird's flight control settings
- Gain access to the launch pad (Speech 50) and plant the explosives yourself (Explosives 50)
- Take out the sniper behind the stage and use the position to snipe the president.
- If you have the Euclid's C-Finder and activated the ARCHIMEDES II system, you can call in for an orbital strike on the president's location. An overkill but equally satisfying method.

Meet up with Cato Hostilius in the outskirts of Boulder City. This quest is time sensitive so make sure to save on a separate file and make sure you're ready. If you're planning to rig the explosives on the president's vertibird yourself, have Cato give you the explosives via Explosives 50 check. Talk to Cato and tell him you're ready to leave. You'll also be given with an NCR Trooper armor as a disguise. Make sure to wear it now to avoid inconveniences later on.

Using the big guns

Before talking to Cato, go upstairs east of the visitor center entrance and look for a console by the radio. From here you can set the AA gun to detonate or shoot down the vertibird.

Quick landing on the mountainside

Hack the terminal inside the Visitor's Center and modify the vertibird's flight control settings.

Explosive ideas

Talk to Pvt. Jeremy Watson near the stage and learn that he's receiving an award from the president. Find his missing helmet on the table beside the stairs leading to the observation deck, near the sandbags. If you have some C-4 with you, you can plant some on it. Tell the doomed Jeremy where his helmet is and wait for the right moment to detonate it.

Fireworks display

After obtaining the explosives from Cato during the initial conversation, you need to wait for the president to land and head to the stage. The only ladder leading to the landing pad is guarded by a trooper that won't hesitate to shoot if ever you get too close. You can bypass him by equipping an NCR Engineer Suit that can be obtained from the close inside the dam's visitor center. Plant the bomb on the vertibird and wait for it to take off.

Successfully eliminating the president (or ultimately failing it) will conclude the quest. Report back to Caesar or Lucius.

Veni, Vidi, Vici

The final battle starts as soon as you tell Caesar or Lucius that you're ready. You'll be transported to the Legate's Camp. Join the rest of the legion once the attack starts. Fight your way across the Hoover Dam bridge and move from cover to cover as you whittle down the opposition. Continue until you reach the central checkpoint. If you helped the Boomers and recovered the sunk bomber, you'll find them flying overhead and will drop bombs that will clear the part of the bridge ahead of you.

Once inside the checkpoint, you'll receive further instructions from the decanus. You need to take out the snipers and release the legion reinforcements inside the intake tower. Exit the checkpoint on the other side and enter the intake tower nearby. Once inside, unlock the maintenance hatch to let the reinforcements through. You can advise the lead centurion to focus their attack on the surface (Speech 60) or attack the power plant (Speech 80). These options will just change the concentration of your Legion allies on the specified parts of the dam.

To get rid of the snipers, push through the remaining leg of the bridge while taking out enemy forces. Some of the remaining snipers would be positioned on top of the vertibird landing pad so fight your way there and clear the area. Some Great Khans will also appear from the south if you maintained your alliance with them. Enter the visitor center and fight your way through from power plant 01 to 04. Continue clearing the path until you reach the blast doors leading to General Lee Oliver. Upon meeting Oliver and if you're humane enough to offer diplomatic solutions, you can convince him through Speech 50 then Speech 100 checks. Resolving the matter in this method will conclude the quest. Otherwise, you'll be subject for an extended quest to find and kill Oliver and the NCR Stragglers.

General Oliver will flee and erect an energy wall to prevent you from going further. Follow the straightforward path and kill any NCR personnel along the way. Go upstairs, drop down the balcony and through the corridor leading to the other side. You'll finally reach the last room where Oliver and his heavy troopers are waiting. Use all your available firepower here to waste them. After the last enemy draws his last breath, return to the entrance of the compound and talk to Legate Lanius. The quest and game concludes.

Sidequests

Aerotech Office Park

Left My Heart

Note: This quest can also be started by talking to Mrs. Weathers in Cottonwood Cove.

Talk to Frank Weathers to start this quest. Travel to Cottonwood Cove find the Canyon Runner near the slave cage. At night, he'll be resting inside the shack near the slave cave. Ask him about the slaves then talk to Mrs. Weathers inside. You can buy the key from canyon runner for 300 caps. This can be lowered to 150 by having Speech 50. Alternatively, you can attempt stealing the key instead. Or you can just kill him and loot the key from his body. This will make everybody in the camp hostile. Once you have the key, open the slave pen and talk to the Weathers. You can use the key to deactivate the collars. After releasing the slaves, talk to Frank Weathers to complete the quest.

If you're not in good terms with the Legion, just go all out and attack the camp. Kill the canyon runner and loot the key from his body. Open the pen and release the prisoners using the key. Releasing them also completes the quest. Attempting to use other checks will result to their death.

The Coyotes

Talk to Captain Parker to start this quest. Follow the marker and find Saint James in Westside. Ask him about the disappearances which he'll deny. Next, you'll have to find evidences in his and his companion's rooms in Casa Madrid Apartments. You can break in by lockpicking the AVERAGE-locked doors. Grab the ledger from Dermont's Room and the Teddy Bear from Saint James' room. Catch up with the two if you want to them confront them using the evidence you have gathered. A fight will immediately ensue so just finish them off then report to Captain Parker to complete this quest.

Black Mountain

Crazy, Crazy, Crazy

This is automatically given to you by the friendly super mutant named Neil. He will immediately approach you as soon as you get near his shack. The shack is along the winding road so it won't be hard to spot it. You can also ask him to help you by passing a LV50 dialogue check. Continue ahead and meet up with him (if you managed to get his help)

You can fight your way through the heavily defended roadway, which should be easy if you're high leveled with decent equipment. Tabitha is located on the second floor of the broadcasting station. If you're after good karma, enter the storage building right before the broadcasting station, then repair the broken Mr. Handy named Rhonda (LV60 Science required). Exit the storage building and Tabitha will meet you. This will end the quest with positive karma. You'll also get Tabitha's equipment key which can be used to open the locked equipment containers inside the storage building. If you're unable to repair Rhonda, you have no choice but to kill Tabitha with no karma loss. You can access Tabitha's room on the second floor by finding the room key hidden under the stairs.

There's also a potential follower located in the Prison Building, near the Broadcast Building. There's a locked door that can only be opened by a VERY HARD terminal. To open it easily, just read all six entries from the logs in the nearby terminal to obtain the password for the secured terminal. Unlock the door to find Raul Alfonso Tejada inside. If Tabitha wasn't dispatched by using the method above or killing her, you'll need to defeat her before Raul is completely free.

Bitter Springs

Bitter Springs Infirmary Blues

Bitter Springs is located a short walk west of Ranger Station Bravo. To start this quest, talk to Captain Gilles first and ask her if there's anything you can do to help (this conversation option with her will open other sidequests as well). Next, talk to Lt. Markland. He'll ask you for three different items to help alleviate the medical situation in the camp. These can be collected and turned over in any order:

- x3 Doctor's Bags
These can be bought from almost all traders, found in numerous locations or you can just craft one yourself.
- Book on Psychological Treatment
Purchase the book "Stress and the Modern Refugee: A Primer" from Blake of the Crimson Caravan
- Book on Pediatric Medicine
Purchase the book "Tiny, Tiny Babies: All You Need to Know About Pediatric Medicine "

If you have Arcade Gannon as a follower, he can simply train Lt. Markland instead of getting the books.

Deliver him the necessary quest items individually or in one go. You'll have the option to decline his reward (+karma), accept the medical supplies (neutral) or demand to cover your expenses in addition to the normal rewards (-karma). You can increase the expense cost to 100 caps if you demanded further.

Climb Ev'ry Mountain

Talk to Captain Gilles and ask what you can do to help. This will initially unlock a much larger quest called *No, Not Much*; just keep talking to her until you have the chance to mention the dead refugees. You'll need to find the source of the nighttime attacks in the camp and the marker will point you right to it. After some tricky pathfinding and mountain climbing, you should find the opening leading to a small hideout. You'll also find a Great Khan named Oscar Velasco. He'll confront you and you'll be given several options on how to deal with him.

- [Speech 50] Convince him to set out to Red Rock Canyon. He'll also leave you the key to the supply cache in his hideout
- Entice him to attack Camp McCarran to get his revenge. You won't get the key and you'll get bad karma
- Stop the conversation and kill him. Obtain the supply cache key from his body.

After dealing with Velasco, return to the camp and report to Captain Gilles to complete the quest.

No, Not Much

This quest is tied so several sidequests listed. Just follow the link and follow the individual walkthroughs for them. For your convenience and a smooth progression of this quest, you need to complete the following. (in no specific order)

- [Bitter Springs Infirmary Blues](#)
- [Climb Ev'ry Mountain](#)
- [Flags of Our Foul Ups](#)
- [I Put a Spell on You](#)
- [Restoring Hope](#)

Talk to Captain Gilles and ask her about the supplies of the camp and reassigning of soldiers. To find the supplies, you need to locate the three Supply Caves north of the camp. However, you only need to hand over two crates out of the three. One of the supply crates are irradiated so you'll need to clean it with Science 25. Remember that lying and giving the radioactive supplies will fail the quest so be careful. For the reinforcements, you need to talk to Sgt. McCredie in Camp Golf, Colonel Hsu of Camp McCarran, and Major Polatli of Camp Forlorn Hope.

Boulder City

Boulder City Showdown

Upon reaching Boulder City, you'll learn about the standoff between the NCR and some Great Khans inside the city ruins. Talk to Lt. Munroe outside which will allow you to resolve the situation through negotiations or rescue the hostages stealthily.

Plan A: Negotiations

- Go to the Khan hideout and talk to Jessup. You can easily convince him to release the hostages and peacefully resolve the standoff through Speech 45. Or...
- Attempt to bribe Lt. Munroe. You can do this by giving him 500 caps which can be lowered down to 400 if you have Barter 45.

The Khans will leave peacefully, enabling you to rescue the hostages safely. You'll gain good reputation for both the Khans and the NCR. Bribing Munroe will just earn you good rep with the Khans.

Plan B: Daring Rescue

- You can just sneak behind the buildings and unlock the back door where the hostages are located. You can then proceed clearing the area with the help of the NCR troopers nearby.

Plan C: Eliminate the brown uniforms

- You can just shoot down Munroe, and the NCR troopers inside the ruins to clear a path for the Khans. Additionally, you can just murder the hostages to satiate your thirst for blood.

You'll earn the quest rewards after resolving the confrontation using any of the possible methods mentioned above.

Camp Forlorn Hope

Medical Mystery

Talk to Dr. Richards in the medical tent and learn about the missing medical supplies. If your Medicine is LV50, you can ask the doctor for some clues about Hydra usage. Find Private Stone in front of the barracks and confront him about the missing supplies. If you asked the doctor about the symptoms, you can immediately prove the private's guilt through an additional conversation option. You can also wait inside the medical tent around 2:00 AM while hidden. You should find him trying to sneak in and steal some stuff. You can confront him immediately after catching him red handed.

When confronting him, you can:

- Let him escape then report to Dr. Richards
- Tell Pvt. Stone to turn himself in. (Requires Speech 60) then talk to the doctor to receive your normal rewards.
- You can promise not to turn him in in exchange of 5 hydras. You can still turn him in to the doctor afterwards though you'll lose karma for betraying him.

Restoring Hope

- Talk to Major Polatli to get the quest. Next, talk to Quartermaster Mayes.
- After talking to Mayes and getting your next objective, fast travel to Helios One.
- Talk to Lt. Haggerty by the Helios One entrance. Track down the squad using your GPS.
- You'll find the squad and the supply crates on the exact spot marked in your map. Repel the Caesar's Legion attack then grab the supplies.
- Report back to Quartermaster Mayes then talk to Major Polatli.
- Next, head to the medical tent and talk to the doctor. Medicine 20 or lying is required to take this portion of the quest.

There are 3 patients that you need to help. Depending your medicine level, you can either treat them using medicine or using medical tools. Take note that all medical tools (except the Super Stimpack) can be found inside the tent and can be taken for free while the quest is active. See the list below:

1. Medicine 35 or Med-X, Whiskey and Surgical Tubing
2. Medicine 50 or Medical Brace, Med-X and Bonesaw
3. Medicine 75 or Tweezers, Med-X and Super Stimpack

After that, report to Major Polatli to complete the quest.

Unmarked Quest 1: Enter the barracks and talk to Private Sexton. You can turn in Legion ears collected from the bodies of slain Legionnaires in exchange for NCR reputation boost

Unmarked Quest 2: Surrender NCR Dogtags to Quartermaster Hayes in the supply tent. You'll receive 2 caps per dog tag. On the 15th dog tag collected, you'll get 100 caps and beers. Irradiated Dog Tags from Camp Searchlight is not accepted of course. NCR Dog tags can also be surrendered to the Legion, like Aurelius of Phoenix that pays 10 caps per dog tag or Decanus Severus (Barter 35 needed) which will offer ammunition and supplies.

Return to Sender

Go inside the camp's command center and talk to the communications officer, Sgt. Reyes. She'll then ask you to deliver the security upgrade codes to six ranger stations all across the wasteland. The quest markers will lead you directly to the camps, though you may need to find the accessible route to reach them. You need to talk to the individual camp's comm officers to deliver the upgrade codes. Once done, speak to Sgt. Reyes and she'll ask you to head to Camp Golf and confront Chief Hanlon.

Enter the house resort behind Camp Golf and wait in the balcony during the day (9AM onwards) to find Hanlon. If you talked to him other than his usual position in the balcony, he'll refuse to talk to you and the quest won't update. Ask Hanlon about the intel and he'll invite you to his office in the first floor. From there on, you can decide to let him off the hook without informing the NCR or you can tell him that you'll report him.

If you chose the latter, stay by the entrance of his office after he shuts the door. Just wait for him to finish his broadcast. Once a gunshot has emanated from his office, the door will be open again. Rush inside and loot his body, including a unique revolver called Ranger Sequoia before an NCR ranger rushes in to investigate the body. Either choice you make will complete the mission.

Camp Golf

Flags of Our Foul Ups

Talk to Sgt. McCredie to start this quest. You need to talk to four different soldiers. Each of these troopers will give their own suggestions and it's your call whose plan you'll go along with. After completing any of the proposed plans, speak with McCredie again to complete the quest.

Razz

- Ask him how the Misfits would improve. He'll suggest chems
- Travel to Red Rock Canyon and talk to Jack
- Obtain the chem supplies then smuggle it back to Razz

Pointdexter

- Suggest cheating
- [Science 50] Find and hack the terminal to alter the training results.
- Report back to him after altering the records.

The terminal is located inside the concrete building behind the camp named as the House Resort. Look for the Squad Readiness Reports Terminal in the main lobby just below the staircase. Make sure you do this when rangers are not around. You'll also gain infamy with the NCR by doing this.

Mags

- Suggest training
- [Guns 25, 35 and 45] Train the Misfits in shooting. Talk to Mags for more training
- [Explosives 25, 35 and 45] Train the Misfits in explosives.
- Report to Mags

O'Hanrahan

- Ask about niceness and interaction
- [Speech 40] Talk to each of the Misfits and convince them to work together.
- Report to O'Hanrahan

Camp McCarran

Three-Card Bounty

- Talk to Major Dhatri to receive the quest
- You need to hunt down three psychopaths. He will tell you their locations. It is possible to take out all three in one trip since they're located practically near each other.
- They're not that hard to take down; just take care of their minions first. This is best done with at least one follower.
- Upon killing the targets, get the heads from their bodies then return to Maj. Dhatri to get bounties and exp for each head. Delivering three heads will complete the quest.

Three Stands the Grass

While delivering the invoice for the Crimson Caravan quest [You Can Depend on Me](#), he'll start rambling about Vault 22 the first time that you talk to him. Just agree to go there and download the research data.

On your way out, Angela Williams will ask you to find her colleague, Keeley as an optional objective for this quest. Just agree then head out to the Vault. It's along the mountainside, north of Ranger Station Foxtrot and south of Followers Safehouse.

Once inside, you can take the stairs or just repair the elevator.

- LV3 Food Production: Cave entrance needs admin rights to disengage lock via terminal
- LV4 Common Areas: Check terminal in Overseer's office to unlock Crew Quarters and Data backup.
- Find the Cave Door key card in the lower floor of LV4. It's inside the bedroom filled with vegetation, by the shelf. You can return to LV3 to enter the cave portion and find Keeley.
- LV5 Pest Control: Find the mainframe room and download the research data. Take note that the mainframe room's door is locked (HARD) unless you unlocked it via a terminal command in the Overseer's office in Level 4.

Also Has HARD locked door, leading to a cavern inside the vault. Jump in the large cavern and search for Keeley inside a hollowed part of the cavern wall, near where you jumped off. She will then ask you meet her on the 2nd floor.

- Head to the 2nd floor and talk to Keeley. Now, you need to find the vents that pumps out the gas Keeley introduced.
- Head to the 5th floor. The vents are at the end of the hallway by the mainframe room. You must ignite the flammable gas from a distance, using any grenade or Incinerator. You must stay away from the hallway as the gas explosion will instantly kill you. If you're planning to use the Incinerator, make sure you lob the fireball from inside the mainframe room. Doing this on any other room will instantly incinerate you. You can also throw a grenade from the farthest room (the one with the blocked path) then run away as fast as you can before the grenade explodes. Report to Keeley afterward.
- You'll have to decide if you'll surrender the data to Hildern or delete it. If your Science level is 70, you can convince her to maintain the data and gain good karma in the process. Otherwise, you can just lie out of it.
- Report back to Dr. Hildern to complete the quest. If you have saved Keeley as indicated in this walkthrough, talk to Angela to receive your bonus 800 caps.

I Put a Spell on You

There are two ways to start this quest. To start the NCR version, just talk to Col. James Hsu in Camp McCarran. To start Caesar's Legion version of this quest, you need to finish the quest [The Finger of Suspicion](#).

(NCR)

Talk to Col. James Hsu then to Cap. Ronald Curtis. Go upstairs and enter the room marked in your map. Talk to Boyd. You will find her interrogating a Legion prisoner. You can help her interrogate the prisoner and get

him to talk without fighting through Intelligence 8, Speech 50 or beating him up. In any case, during this interrogation, you'll learn about the spy that's been relaying NCR positions to Caesar. This is not part of the quest but it does provide you extra EXP.

In any case, talk to Boyd and ask her about anything suspicious. Ask her about the break ins then ask for the access card. You can also ask for the control tower access key. DO NOT talk to Curtis about this finding. Go back to the ground floor and exit through the door south, just behind the displayed plane.

Once outside, proceed to the control tower but don't enter yet. Position yourself behind the plane nearest to the control tower entrance with some crates. Crouch and save your game, then wait until 1:00 AM. Enter the control tower by hacking the terminal or use the key you got from Boyd earlier. Stay hidden don't go upstairs yet. You should eavesdrop the radio transmission. If Curtis doesn't seem to be using the radio at all, just exit and enter again. If your Explosives level is at least 35 or your Science is 45, then you can just find the bomb and disarm it. Don't forget that you can use skill magazines or chems to increase your skills temporarily. Just exit and return to the main building. From the main building, go upstairs east then follow the marker to find the door leading to the Mojave Wasteland.

You'll find the monorail. Take note that it will depart shortly so you need to find and disarm the bomb before it leaves. (Around 3AM) Enter the monorail then look to the left. There should be a vent in the lower left. After disarming the trap, return to Hsu to complete the quest.

Note: You can return to the tower and finish off Curtis for extra exp and loot his body. Otherwise, just return to the control tower later after reporting to Hsu to loot his body but of course, you won't gain experience for killing him.

Caesar's Legion

You need to start the quest first normally by talking to Colonel Hsu then talk to Curtis. When speaking to him, tell him that you know who he really is and that you're working for the Legion too. Otherwise, just talk to Curtis directly and exhaust all the conversation options until you get the objective to blow up the monorail.

Follow the quest marker as it leads you to a garbage can in front of the ticket counter. Loot everything as you need all items here to frame another NPC. Talk to Hsu and volunteer to investigate the information leak. Head to the monorail to plant the bomb. If there are guards, you can try wearing an NCR uniform so they won't attack you if you step on the monorail. Once inside, look for a small vent to the left. Examine it to plant the bomb. Leave the monorail and watch it depart.

Now head to the next objective. Go upstairs from the main building then enter the Concourse. Follow the marker as it leads you to a private footlocker. Put the Abraxo Cleaner, Conductor, Fission Battery, Wonderglue and Monorail Sabotage Plans you got earlier. Follow the next objective marker which will lead you to Private Crenshaw, the owner of the footlocker you accessed earlier. Stealth kill this guy then report to Hsu to get cap rewards. Finally, report to Curtis to complete the quest.

I Don't Hurt Anymore

You need to talk to Lt. Gorobets of First Recon inside one of the tents in the parking lot outside the Terminal building. Talk to him about the plight of one of his squad members, Corporal Betsy. You must convince Betsy to undergo treatment by visiting Dr. Usanagi in the New Vegas Medical Center. You can do this by Speech 60 or Medicine 40. After passing the skill checks, head to the clinic and talk to Dr. Usanagi. The quest completes afterward.

The White Wash

Enter the terminal and talk to Lt. Carrie Boyd about the missing people. If she doesn't have this conversation option, you may want to talk to Colonel Hsu and or Captain Curtis. In any case, ask Lt. Boyd if there's anybody else missing. She'll mention that Corporal White is gone and will instruct you to question a prostitute in Gomorrah named Dazzle.

Head to Gomorrah and find the door leading to the Courtyard. Find Dazzle on the left side of the relaxation tents and ask her about Cpl. White. You'll be directed to the eastern Sharecropper Farms and find Trent Bascom. Talk to him and ask about White. Learn that the last person he was talking to before the

disappearance was Lt. Romanowski. Find the soldier and talk to him to learn that White went to Westside to talk to a Follower named Tom Anderson. Head to Westside and find the Casa Madrid Apartments. Follow the quest marker until you find Anderson inside one of the rooms. Ask him about White which he'll deny ever meeting. You can get to the bottom of this with INT 6 or by pickpocketing Anderson's Confession from him. If you're unable to do these, you may need to take a longer route and talk to other people that may know something about White's disappearance.

Seek out the kid named Hector and ask him about White. It will be suspicious enough so keep distance and follow Hector during the day to discover where he gets his water. Wait for him to steal water then approach him to trigger the dialogue. The boy will point Anderson as the culprit. With additional this information, you can now confront Anderson and finish the quest depending on the options presented below:

Decide not to turn him in. You can agree to Anderson's suggestion to blame White's death to the Scorpion's gang.

- You can agree to this and report to Boyd
- Agree for a price

If you chose the second option, Anderson will offer 10% of the profits. With Barter 50, you can increase this to 20%. Talk to Etienne first before reporting to Boyd. This option will allow you to earn hundreds of caps every 48 hours.

Should you decide to turn him in, you can just take him out then report to Boyd. Upon reporting to Boyd, she'll give the key to the confiscated goods trunk by the holding cells. Quest completed.

Unmarked Quest 1: Talk to Colonel Hsu inside the terminal building and learn about the missing Ranger. You need to head to Vault 3. This particular unmarked quest goes hand in hand with quests such as [Still in the Dark](#) or [Aba Daba Honeymoon](#). The easiest and fastest way to explore the whole vault is by killing all the fiends along the way. Explore the entire vault and you'll finally find the room where the injured ranger named Bryce Anders is staying. You can engage him with various conversation options ranging from helping him fix his wounds, convince him to leave or fight Motor-Runner. Return to Colonel Hsu to report that you found Ranger Anders.

Unmarked Quest 2: Talk to Carrie Boyd in her office or in the interrogation room. Learn more about the prisoner that refused to talk. You can assist her in breaking Silus and make him talk or help him escape.

To force Silus to talk, you can just attack him outright. Boyd will stop you midway but as the legionaire refuses to talk, she'll allow you to beat him up again for the second time. After getting damaged for a while, Silus will back down and spill everything he knows. If your Speech and Intelligence levels are high enough, you can talk to him and convince him that you're a Legion assassin. You can use this guise to make him talk.

Note: Killing Silus will also earn "points" to trigger Boone's companion quest.

Should you want to help Silus escape, you must have visited Caesar's Camp in the Fort first then tell him about it. You can stage a fight with Silus and retrieve his silenced pistol from the locker in the next room. As you return for the second round of the interrogation, you'll be able to sneak the pistol in and give it to Silus. The rest is up to him as you leave, he'll kill the corporal Boyd sent to clean the mess up and don his gear. This will enable Silus to escape the camp.

Unmarked Quest 3: Talk to Corporal William Farber in the Courcourse area and learn that their food processor is down. You can fix it using Repair 80 or find the necessary parts to manually fix it. There is no experience reward however; just a discount for all of Farber's food merchandise.

Unmarked Quest 4: Farber will also give you another unmarked quest. This time, you need to negotiate with any of the three suggested traders. Your best bet is Blake of the Crimson Caravan. Having Barter 40 or Speech 70 will help a lot in your negotiation with him. When you return to Farber, he may mention the lack of spices. If you have searched Vault 22 before, chances are you may have acquired a weightless/priceless item called Food Additive. You can hand this over to Farber for additional exp.

Unmarked Quest 5: Talk to Private Christina Morales in the Concourse and accept her request to retrieve her husband's corpse. Head to the REPCONN Headquarters. Morales' body is due east of the headquarters. Be careful though since there will be fiends on the roof of the building near the body as well as mines. Kill them off first, then drag the body to the nearby ranger outpost. Just follow the main road to find it.

Camp Searchlight

Eye for an Eye

Find the NCR outpost along the road and talk to First Sergeant Astor to start this quest. Take note that he will give this quest only after you discover Cottonwood Cove. Head to Cottonwood Cove and enter the Office of Aurelius of Phoenix on the second floor of the main building and search the desk for the Legion Patrol Notes. A unique weapon can be found here as well (Recompense of the Fallen).

Once you exit, Aurelius will appear and attack you. Kill him then enter the comm room in the ground floor of the Cottonwood HQ. If you had the chance to talk to him and plan to double-cross the NCR or simply wanted to side with the Legion, tell Aurelius about the listening device Astor gave you. He will then give you false info which you can surrender to Astor. Otherwise, plant the bug on the radio then grab the Legion Raid Plans from the filing cabinets beside it. Return to Astor and give him the intel to complete the quest.

We Will All Go Together

Find the NCR outpost along the road and talk to First Sergeant Astor to start this quest. He will ask you to collect 10 Irradiated NCR Dog Tags from the NCR troopers that turned to ghouls. The town is heavily irradiated so it's recommended to equip a radiation or space suit, as well as using Rad-X to maximize the radiation protection. Nine of the ghouls can be found outside the town. You'll know them as they're wielding combat knives and donning NCR trooper armor. It is recommended to activate the turrets (terminal difficulty varies per turret position) to help you killing enemies.

The tenth dog tag can be acquired from the only sane ghoul left in the town. Enter the house southeast of the destroyed chapel and talk to Private Edwards. You can convince him to give his dog tag through the following skill and stat checks:

- Speech 60
- Strength 7
- Intelligence 7

You can also mention Ranger Station Echo or just kill him for the last dog tag. Deliver the dog tags to Astor to complete the quest.

Wheel of Fortune

Enter the NCR Storage Cellar inside the ruined chapel. You'll find a couple of prospectors and an NPC named Logan. Talk to him and learn about the NCR supplies they're looking for. Hack the terminal there and read the logs to know where the radiation suits are located. You'll be pointed to head to Nipton next. The foul-mouthed Boxcars is the only resident in town so talk to him to update the quest. Next, find the small cave north of Nipton called Hidden Supply Crate. Unlock the Average door then grab the Radiation Suit Package. Deliver the suits to Logan then start scavenging the police station and the Fire Station. Grab all the necessary parts. In the end, Logan will decide to double-cross you and attempt to kill you after getting all the quest items. Kill him and keep the weapons for yourself. Unfortunately, there's no experience reward for completing this mission.

Crimson Caravan

You can Depend on Me

- Talk to Alice McLafferty
- Deliver the invoice to Dr. Hildern at Camp McCarran. His office is located under the escalators. If this

is the first time you'll talk to him, he'll initiate a conversation about Vault 22. This opens another quest. ([Three Stands the Grass](#)) Talk to him to second time to deliver the invoice. Return to Alice afterwards.

- You need to convince Henry Jamison to quit his position. You can find him inside the Atomic Wrangler in Freeside. You can talk him over either by having a Speech level of 50 or Barter skill of 50 (by selecting the second option)
- Then travel to Mojave Outpost and talk to Cassidy inside the bar. Convince her to sell her company. You can do this with Barter 50, Speech 50 or Speech 75. Upon convincing her, she'll be available to recruit as a companion.
- If you want to do the optional quest, you need to do this preferably with a character with above average sneak skill. You can also use stealth boys to further hide your presence. Head to the Gun Runners factory just southwest of the Crimson Caravan. Pick the AVERAGE locked gate, then enter the HQ. Just continue ahead and enter the room. The terminal is to the right; just examine it and download the specs then immediately leave the area.
- Return to Alice to complete the quest and open the next one.

Pressing Matters

Find the Sunset Sarsaparilla HQ across the main street northwest of Camp McCarran. Its hard to miss because of the bottle-shaped structure as its entrance. There will be robot enemies inside so take them out as you explore the area. There is an AVERAGE terminal in the small maintenance room north of the entrance (check your local map) where you can activate the robot, Mr. Janitor. Activating it or not is not necessary for this mission. However, if you let it roam the place and clean it, you can destroy it later and collect around 500+ caps from its remains.

Check your local map to see the quest marker then head to the shipping area. Don't bother searching the crates here as they all contain empty bottles, except for the lone case near the broken shipping worker remains. Examine the press and destroy it. Return to Alice to complete this quest.

Freeseide

G. I. Blues

Go to the Freeseide North Gate and hire the bodyguard there named Orris. Hire him for 200 caps then follow him around. After in the corner, you'll need to confront him after shooting 3 guys. You uncover his racket with INT 6 dialogue check. If you successfully pass the Barter 50 dialogue check, then you'll have his money as well. If your Medicine level is at least 30, then you can examine the thugs and discover that they're just acting. In any case, you need to discover Orris' racket. Should you fail to discover the fraud, you need to recruit Orris again and let him lead you to the South Gate. He will turn hostile along the way and you need to kill him this time. In any case, just return to the King and he'll ask you to go to the Old Mormon Fort and talk to the injured freesiders.

Talk to the two guys inside the tent near the gate. After learning about the details of their predicament, report back to the King. After talking to the King, return to the Old Mormon Fort and talk to Julie Farkas. Ask about the NCR soldiers in the area then she'll refer you Elizabeth Kieran.

Elizabeth's location is a little secluded so it's hard to find it by relying on the quest markers. Once you find it you'll be subjected to various checks or dialogue challenges before you can enter. The easiest by far, is by talking to the Missionary NPCs marked in the map. The nearest one is to the east wall of the Old Mormon Fort, beside Grecks (NPC needed for the Debt Collector quest). Upon talking to him, he'll ask you three questions to prove your NCR citizenship. The answers are as follows.

1. Tandi
2. Shady Sands
3. Two Headed Bear

You'll learn about the password so head to the next quest marker. To find it, head west past the Atomic Wrangler to reach the Silver Rush. Enter the ruined house there then exit through the door on the ground

floor, Once there, follow the road to your left then continue south. Keep heading south until you find a door with NCR guards. Talk to one of the guards, give the password and enter. Talk to Elizabeth and ask her why she doesn't serve locals. After learning of the reason, report back to the King.

On your way back to the King, Pacer will confront you. You can ask him for bribe money but tell the King about it anyway. After reporting to the king and mentioning what happened to the NCR envoy, you'll learn about the shootout by the train station. Head back to the NCR camp earlier and keep your weapons holstered. Talk to Elizabeth to negotiate. Report back to the King again to complete the quest.

Debt Collector

Talk to Francine Garret by the counter of the Atomic Wrangler and ask her about some jobs available. She'll ask you to collect specific amount of caps from various people.

- Grecks - Located in the eastern side of Old Mormon Fort. Speech 40 needed to get exact amount of caps. Speech 60 needed to get extra caps.
- Santiago - Just follow the quest marker to the southeast and talk to him. If you have Barter 40 and Speech 50, you can ask for a discount over Mick and Ralph's store. (Which isn't true by the way)
- Lady Jane - You can tell Jane is lying by having Barter or Speech 40 or Perception 7

Return to Francine and she'll send you to the Strip to track down Caleb McCaffery. He's standing in front of the Gomorrah club. You can force him to give you the caps and his hat or kill him. If you decide to kill him, loot his body, including the hat. Talk to Francine to complete the quest.

Wang Dang Atomic Tango

You can talk to James Garret and pay him with caps to increase or decrease your reputation.

Find a suave talker

You have two options for this task:

- Old Ben will meet you the first time you visit the Strip North Gate. You must convince him with a speech level 50.
- You can simply ask Santiago to work for the Garretts.

Recruit a Sexbot

This is found inside the Cerulean Robotics, a facility inside Freeside. To reach it, you enter the ruined house in front of the Silver Rush then exit to the other side of Freeside. Keep following the path south and the marker should lead you directly to the door to this building. You need to reprogram the sexbot first before it can work. There are various ways of doing it.

- Hack the terminal (Science 50)
- Reprogram the sexbot (Science 60)
- Unlock the AVERAGE toolbox in the corner to get the Terminal Access Card.
- If your lockpicking or science skills are just too low even with the aid of chems or skill mags, you can have Ralph from Mick and Ralph's store create a holotape for you. Wait for 24 hours at most to get it down.

Use the Terminal Access Card or the holotape on the active terminal and upload the programming routine to activate Fisto. You can then order it to return to the Atomic Wrangler after testing it or not.

Find a ghoul cowboy

Head to the Old Mormon Fort and talk to Beatrix. You can convince her by Barter 35, Speech 35 or other options.

Return to the Atomic Wrangler and report to James Garrett. Tell him that you found what he needs and gain caps and money in the process, as well as Fame to Freeside.

High Times

Talk to Julie Farkas then ask her what you can do to help. She'll ask you to find two addicts and bring them to

the Old Mormon Fort to help rehabilitating them.

- Find Bill Ronte.
He's located in the ruined house left of the Atomic Wrangler and north of the Silver Rush. You need to find the drug dealer next. The name's Dixon and he's near the eastern gate. You can persuade him to stop supplying Bill and Jacob via Speech 35 or bribing him with 300 caps. There's an option to kill him as well if you can't persuade him using normal means.
- Find Jacob Hoff
You can find him inside the ruined building behind Dixon. After taking care of the supplier, talk to him about stopping them from using chems. You can convince him with Science 50 or Speech 50. Next, talk to Bill Ronte and do the same.

After convincing the two (in any order), return to Julie to complete the quest.

Birds of a Feather

Past the Atomic Wrangler in inner Freeside is Silver Rush, the home of the Van Graffs and their energy weapons business. Approach it and the guard, Simon will ask you to leave your weapons. Comply and head inside. While inside, stay put and watch the conversation between Gloria Van Graff and a business partner. Do not go past the guards or they'll immediately go hostile. After the vaporization, you can now approach Gloria and ask for some work to start this quest. You can also purchase some energy weapons from her as well.

Head outside and talk to Simon. You'll be asked to choose between a Laser Rifle or a Plasma Rifle and you'll receive a Van Graff Combat Armor as well. Take note that you should wear the armor while on guard duty. Removing it or donning a different armor will make Simon hostile and will make you fail this quest. The same goes when leaving your post and indiscriminately firing your weapon.

- Stay put until the first drunk arrives. Simply refuse to let him in.
- The second person that will attempt to walk in is a gambler. Tell him that you need to search him first.
- The third person is another gambler. Don't let him in if he refuses to get checked for weapons or convince him with Speech 60
- The next person that will arrive is a suspicious-looking gambler. Don't let this guy in without being checked and he'll become hostile and attack you. He turns out to be a suicide bomber that will blow the place up if you let him in.

TIP: He can also be used as an important tool later on if you want to easily kill the Van Graffs as part of another quest(s).

- Finally, Pacer from the Kings will arrive. Take note that this will only occur if you haven't killed him as part of other quests. He'll just ask you to deliver a message to Gloria. Just reply passively to make him leave peacefully or aggressively to pick up a fight. After this, you'll have to report to Gloria to end your guarding duty.

Gloria Van Graff will then assign you for a delivery job. You'll receive 200 caps and the package. The location of the person you'll meet up with will be marked on the map as well. Meet up with the man and deliver the package. You can ask him for a payment through Speech 75. Report back to Gloria once done. She'll ask you to speak with Jean Baptiste Cutting for your next task.

He'll ask you to find Rose of Sharon Cassidy or Cass for short and bring her to him. If you've been in the Mojave Desert Outpost or done a few objectives in the quest *Heartache by the Number*, you'll know where to find her. If you haven't been there, you can talk to Alice McLafferty to know Cass' whereabouts.

Head to the pub of Mojave Desert Outpost in the far southwest to find Cass. The only way to convince her to follow you is for her become your follower. If you haven't convinced her to sell her company and leave in the quest [You Can Depend on Me](#), you'll need to do that first. Just follow the link for details. Take note that Cass

will be killed as part of this quest objective so decide accordingly as to which quest will you prefer completing.

When ready, bring Cass to Jean Baptiste and watch her get executed. Alternatively, you can just murder her if you're playing on Hard Mode. If you decide on the last minute that you want to save Cass, the whole Van Graff family will turn against you, failing this quest and saving your follower. Once its done, report to Gloria for the last task at hand.

The next client is a contingent of Legionaires. During the deal, the Van Graffs will double-cross the Legion and attack them. You don't need to join them but if you're after additional EXP and not affiliated with the Legion, wipe them out. Don't forget to loot their bodies so you can have tons of stuff to sell later on. Report to Gloria to complete the quest and earn your rewards.

Unmarked Quest (1): In the Old Mormon Fort in outer Freeside, talk to Julie Farkas and learn about their medical supplies. You can donate some of your own Med-X, Rad-Away and Fixer. If you want a constant supply, you may talk to James Garrett of the Atomic Wrangler and convince him about supplying the Followers. Once he agrees, return to Julie to report. This action will earn you positive reputation with the Followers, giving you access to cheap items, skill magazines and even the ability to sell items at full price. The scientist follower, Arcade Gannon can also be recruited without convincing him using the Speech 75 check.

Goodsprings

By a Campfire on the Trail

This quest is only available if the player accepted to continue with the tutorial. Sunny will teach you on how to use campfires to make various consumables. For this quest, she'll ask you to gather Xander Root and Broc Flower.

Follow the nearest marker and it will lead you to the school house. Look for the weed-like plant near the tree trunk outside of the school house. On your way to the Cemetery, buy a Shovel from Chet so you can dig up some items from the graves in the cemetery. The Broc Flower can be gathered from a tall plant near the signboard. There's also a Snowglobe here so don't forget to grab it.

Bring the materials to Sunny then use the campfire to create a Healing Powder. She'll then ask you to talk to Trudi in the Prospector Saloon. Head there and speak to Trudi to complete the quest.

Ghost Town Gunfight

When you first visit Trudi in the Prospector Saloon, you'll find her arguing with the Powder ganger, Joe Cobb. Talk to her to learn more about the situation, then offer your help. Next, head to the Gas Station and enter it. You'll find Ringo inside. Tell him that you're willing to help him and he'll send you to talk to Sunny to request her aid as well.

After talking to Sunny, she will give you optional objectives to make things easier to drive out the Powder Gangers.

Convince Chet.

- You can convince him with Barter 25. Take note that you can buy the skill magazine *Salesman Weekly* (Barter+10) from him or Trudy so if you have at least Barter 15, you can use the magazine and talk your way to get his assistance. You'll obtain a Leather Armor as well.

Convince Easy Pete

- This requires Explosives 25. The skill magazine *Patriot's Cookbook* (Explosives +10) can be found randomly from the mailboxes and other containers.
- Getting the support of Pete will reward you with 5 dynamites

Convince Trudy

- You need Speech 25 to talk your way to win her support. Both her and Chet sell the skill magazine *Meeting People* (Speech +10) so if you have at least 15 Speech, the by all means, use this skill mag.
- Alternatively, you can still convince her through Sneak 25. *iLa Fantoma* (Sneak +10) can be found randomly on mailboxes and other containers. If you have a Stealth Boy in your possession, you can immediately use that to boost your Sneak level to 100 and win this dialogue check.

Request for Doc Mitchell's assistance

- Talk to Doc Mitchell to receive 3 stimpaks. If you have Medicine 30, you can get 2 free Doctor's Bags.

After getting all or any of the support needed, head back to the gas station and report to Ringo. Sunny will appear so follow her and you'll find a handful of Powder Gangers attacking the city. The more support you got, the better chances of the residents in repelling the attack and killing the attackers. Killing the attackers yourself will net you a massive reputation boost in Goodsprings. You can also ask for more caps from Ringo though he will give it to you later in the game once you've reached the Crimson Caravan.

Run Goodsprings, Run

Note: This is the counterpart of the quest [Ghost Town Gunfight](#).

When you first visit Trudi in the Prospector Saloon, you'll find her arguing with the Powder ganger, Joe Cobb. Talk to Joe Cobb and tell him that you'll help in taking over the town. First, you need to kill Ringo which has taken refuge in the gas station north of town. After killing him, return to Cobb.

Now, Cobb will ask you to get supplies from Doc Mitchell or Chet or both.

- Chet can be convinced by having Speech or Barter 25.
- To get supplies from Doc Mitchell, you need to lie then convince him with the help of Medicine 25.
- If your skill level isn't enough, you can just buy the supplies yourself.

Talk to Cobb and hand over the supplies. The invasion of the settlement will begin and the residents will become hostile. Clear them out then talk to Cobb afterward to complete the quest.

Unmarked Quest (1): Talk to the man named Barton Thorn. He's wandering near the campfire so you should be able to find him immediately. Talk to him to learn about his girlfriend trapped by geckos. Head to the broken radio tower and go uphill to the right. Explore the area and grab all loot. Kill the geckos and head back down. You'll discover Thorn's plan so just kill him afterward.

Unmarked Quest (2): When talking to Trudi, you can ask her about the broken radio. To fix the radio, you need Repair 20. Just examine the radio then select to repair it. Talk to Trudi to get your reward. You can earn more caps and exp by using Barter 20 during the conversation.

HELIOS One

That Lucky Old Sun

When you first visit this solar power plant, Lt. Haggerty will stop you and will ask you to state your business. If you have high reputation with the NCR, you can bypass this. Otherwise, you'll have to convince her through Speech 30 or Science 30. Once inside, head to the station's engineering bay to find the idiot named Fantastic. Talk to him to learn about the problem and to obtain the password for the Western Reflector terminal. You can also extort 100 caps from him by telling him that you're here to take his job. (Speech 26 required) Next, talk to Ignacio Rivas and select the related conversation options to obtain the Eastern Reflector terminal password.

Exit the building and you'll find yourself in the backyard of the plant where the reflector terminals are located. The western terminal has rigged traps that you can disarm. The eastern terminal is guarded by three hostile NCR guard dogs (non-hostile for characters with Animal Friend perk) that you can kill. Make sure to save your game before killing them as nearby NCR soldiers may turn hostile. Use the terminals and reset the mainframe connection. Now the marker will point you to the Solar Collection Tower. Don't be confused as this is not the same door where you came from.

The tower is guarded by security turrets and robots. In the first corner where there are turret emplacements on the ceiling, you can deactivate them via the terminal in the adjacent room. Fight your way through the automated defenses until you find a chamber with status pods containing unpowered protectrons. Grab the Employee ID card in the nearby room by the elevator. You need to power the mainframe by repairing the auxiliary generator with a scrap metal and Repair 35. Optionally, you can find a maintenance robot called Python upstairs to the command room. Activate it using the Employee ID card or hard wiring it using Science 45. Once activated, Python will go downstairs and repair the generator for you.

Examine the mainframe and you'll have full control of the plant's systems. Configure the power grid and you'll have to choose where you'll route the power.

- Camp McCarran and the Strip: This is favorable to the NCR and you'll gain fame for doing so.
- Fremont and Westside: Favorable to the Followers
- Full Region: Also favorable to the followers
- ARCHIMEDES II: This will divert the power to an orbital laser system that will allow you call in laser strikes once every 24 hours ([Euclid's C-Finder](#) required.)
- Full Region (Emergency Output) - This overloads the plant and will prevent ARCHIMEDES I defense system from activating.

Activating ARCHIMEDES I will kill all NCR forces in the area. Fantastic and Ignacio won't be killed however. This action will result to a massive NCR infamy gain. After choosing the target, go upstairs to the control room and exit. Once outside, go upstairs and activate the reflector control panel between 9AM to 3PM. Finish the quest by talking to Ignacio.

Hidden Valley

Still in the Dark

You'll have an explosive collar on your neck while you complete your first task. Exit the hidden bunker and check your local map to find the quest marker. Enter the bunker where the marker points you and make sure that you have at least LV50 skill (use proper equipment and consumables as necessary) to successfully convince Dobson, the ranger to leave without any hostility and karma loss. Make sure not to touch his radio while he's still in the room or he'll confront you even when he already agreed to leave. Return to the BoS bunker and report to the Elder. Your explosive collar will be removed as well.

Follow the Elder to the command room. Once inside, talk to him again to get your next set of objectives. If you agreed to help, he'll ask you to find the three missing BoS patrols in these three locations: REPCONN HQ, Nellis Airport and Black Mountain. You also need to retrieve the holotapes that can be looted from their body. As you attempt to exit, the Head Paladin Hardin will confront you and ask your assistance in ousting McNamara. Take note that ousting McNamara will not fix the hostilities between BoS or NCR so if you're playing as the good guy and you want the two factions to work together, do not do the optional objectives that will appear after listening to Hardin's proposal.

- Black Mountain
Exit the bunker and follow the marker east. Go through the path past the broken fence until you reach an irradiated crater, with several centaurs. The paladin's remains is located in the middle of the crater. You should wear a radiation suit or just use a Rad-X to minimize your radiation exposure.
- REPCONN
The soldiers are located in the higher floor, along the corridor and beneath a collapsed ceiling.
- Nellis Airforce Base
The first time that you approach the base, a man will offer you some tips on how to avoid the bomber barrage that the boomers will release as you get near the area. To get past the barrage, hug the northwest wall and keep running. There's a chance that you'll get crippled so just heal the damaged limbs. Continue hugging the west rock wall until you reach the fence. Upon reaching it, stick close to the fence and follow it until you reach the gate. The guard will confront you. You may need to talk to Mother Pearl first to ensure that the barrage will be permanently stopped. After getting the privilege of safe passage, fast travel to the gate and follow the marker to find the BoS corpse.

After collecting all holotapes, return to the Elder. He will ask you to contact the scouts he sent to the designated locations. The nearest one is located in the NCR Correctional Facility.

- Just exit the Hidden Valley and follow the marker southwest. You should find the scout on the ground. Talk to him to receive the first report.
- Fast travel to Nipton then follow the marker until you find the rail track. Follow the track until the marker points you to the scout on top of the rocks.
- Fast Travel to Camp Forlorn Hope. Exit the camp and follow the marker to find the scout near the edge of the cliff.

After getting the reports for all three scouts, return to McNamara. He will then ask you to speak to Senior Knight Lorenzo. He will mark the three possible locations of the components needed.

- Vault 22 - HEPA 20 Cartridge Filters
It is easier to get the filters while doing the quest [Three Stands the Grass](#). First, you must head to the Overseer's office in LV4 and unlock the crew quarters using the terminal there. Go to the lower level to reach the crew quarters and enter the first room to the left. The room should have plants and a baby crib inside. Grab the Vault 22 Cave Door Keycard on the shelf near the door.

Once you have the keycard, use the elevator to reach LV3 Food Production then use it to open the cave door. Once you're in the cave, go to the right and follow the path. In the end is a wooden door labeled "Oxygen Recycling". Enter the door and examine the locker to get the filters.

- Vault 3 - Reverse Pulse Cleaner
It is suggested to look for this part after initializing the sidequest [Aba Daba Honeymoon](#) from Diane in Red Rock Canyon or the free quest (Bounty Hunter) that can be acquired from Colonel Hsu in Camp McCarran. This part is located inside the locker inside the Fiend leader, Motor-Runner's 'throne' room. It is located in the Maintenance Wing of the vault. There are several ways of reaching it.
 - As part of the quest [Aba Daba Honeymoon](#), you'll be asked by Diane to deliver a package to the Fiend leader, Motor-Runner. You must be wearing a Great Khan outfit before going to the vault. This will make the fiends in the vault friendly towards you.
 - With Speech 65, you can convince the fiend guard by the vault entrance to let you in.
 - Failing the speech check or forcing your way inside the vault will turn the fiends hostile. You may need to clear the entire area and find Ranger Anders to get the key to the Maintenance Wing.
- Vault 11 - Differential Pressure Controller
Explore the area as you wish; just take note of the Overseer's Office. From the office's door, take a right and head to Utility. Follow the hallway until you find a flooded corridor. Swim in the irradiated water and check out the locker in the room in the middle.

After collecting the three components, deliver them back to Senior Knight Lorenzo. Report back to the Elder to get the BoS Safehouse and fame with the Brotherhood.

Eyesight for the Blind

If you helped McNamara and didn't join the plot to oust him, return to the bunker after a few days and talk to him to start this quest. Head to the Black Mountain Summit and install the remote transmitter in one of the consoles there. Fast travel to Black Mountain if you have unlocked it already. Otherwise, follow the road north of Hidden Valley then the winding road uphill to the east. You may encounter a friendly mutant here named Neil (see [Crazy, Crazy, Crazy](#) quest).

In any case, clear the path to the summit until you reach the Broadcast Building and go to the second floor. Plant the transmitter in one of the consoles there. Head back to the Hidden Valley and talk to the Elder to

complete the quest and receive the T-41D Power Armor and Helmet, as well as the perk Power Armor Training which will enable you to wear ANY kind of power armor you come across. Additionally, more inventory options will be available in the bunker's shop.

Tend to Your Business

If you helped Head Paladin Hardin oust Elder McNamara, he'll give you this quest. You just need to eliminate the Van Graffs to prove your loyalty. Just remember that any quest that is tied with the Van Graffs (Heartache by the Number, Birds of a Feather) will fail so make sure you finish them off before doing this.

The easiest and fastest way is allowing a suicide bomber clean the place up. This is during the entrance guard job while doing the sidequest Birds of a Feather. The suicide bomber is the fourth gambler that wants to have his revolver checked. Allow him inside and wait for a few seconds. There will be a huge explosion inside, exterminating everybody inside. Simon will be hostile after this.

You can apply other techniques here if you plan to wipe them out using conventional means. You can snipe them, plant mines, sneak inside or just raid them. Return to Hardin after completing the task to complete the quest.

Unmarked Quest (1): Talk to Scribe Ibsen in the archives to learn about the virus that infected several terminals. With Science 70, you can suggest to isolate the virus by partitioning the terminals it jumps to. For 60 seconds, you need to find all three infected terminals to completely purge the virus. An infected terminal will produce a taunting message and an option to partition it will become available. Finding all three of such terminals will complete this task.

Alternatively, you can just save your game after finding one infected terminal so you can just reload if you didn't make it in time. Though the infected terminals and being tagged randomly, loading the game while a session is active will make the other terminals consistent. Another alternative suggested is to select the option to isolate the virus three times to completely purge it.

Unmarked Quest (2):

Talk to the Quartermaster to learn about the laser pistol that's missing. Next, talk to the nearby paladin that manages the range to learn the last person that borrowed it. Next, find paladin Stanton and ask him about the missing pistol. Head outside and go through the broken part of the fence to the southeast, leading to the scorpion infested Scorpion Gulch. Clear the area and look for a dead wastelander in the middle. The pistol should be sitting on top of the rock near the body. Return the pistol to the quartermaster to earn your reward.

Jacobstown

Guess Who I Saw Today

Talk to Dr. Henry and ask him about the Nightkin research. Next, you can ask Lily to assist you in checking the Nightstalker Mutations. You can ask her to come with you but then again, you need to ditch your humanoid follower. Just head to the Charleston Cave as marked in your map and enter it. There are stealthed nightstalkers here so it will be good if you set your allies to be aggressive. Explore the area until you come across two bullhorned and nightkin corpses. Examine the nightkin and grab its Chewed up Stealth Boy. Return to town and show it to Dr. Henry.

Next, talk to Lily about the experiment. Return to Dr. Henry again to begin the experiment. After that, Keene and a couple of other Nightkins will arrive and demand for the Stealth Boy II specs. You can talk him down with Speech 80 or just hand over the specs otherwise you'll be forced to kill them. After the confrontation with Keene, talk to Dr. Henry again.

From here you can decide how he should proceed with the experiment. You can convince him via Science 90, have Lily continue wearing it or not. Whatever you choose, the quest will be completed.

Unfriendly Persuasion

Marcus will give you this quest automatically. You can convince them to leave via Speech 65 or by bribing

them with 2500 caps. You can ask Marcus to give you the caps. You can just kill them all but you'll gain a massive infamy boost with the NCR if you do. Return to Marcus to complete the quest.

Mojave Desert Outpost

Can You Find it in Your Heart

- Talk to Ranger Jackson inside the main building
- Clear out the critters on the Road to Ivanpah Lake. Head to the marked location and kill all ants.
- Report back to Jackson for your reward.

Keep Your Eyes on the Prize

- Talk to Ranger Ghost on the roof of the bar and accept to recon the town of Nipton
- Head to Nipton but don't approach the quest marker yet/ If you are wearing an NCR costume, you'll be attacked on sight; to be safe, remove it and don a Caesar's Legion costume that can be acquired from the pile ash near one of the trailers.
- Return to Ranger Ghost to complete the quest.

New Vegas Square

Someone to Watch Over Me

Find the small settlement's leader named Crandon. To start the quest, you can offer your services via Speech 45 or Barter 35. For your first task, you'll need to deal with squatters near the playground. You can get rid of them by killing them all or convince them peacefully with Barter or Speech 45. Report to Crandon after taking care of the squatters.

For your second task, you need to deal with the greasers. Find the manhole in the area where you can enter and follow the tunnels until you find the ragtag group lead by Greasy Johnny. Like the squatters, you can wipe them out, settle the matter diplomatically with Speech 65, bribe him for Barter 50 or pay 100 caps. After taking care of them, report back to Crandon. He will then send you to a certain Mrs. Hostetler. Find her house south of New Vegas Medical and just follow the quest marker. Ask her for work to get your quest objective updated.

Head back to New Vegas Square and proceed to the western end of the street to find the almost intact building called The Gray. Enter it and find the door being guarded by a thug. You can use Speech 70 to lie to him and leave his post, giving you access to Andy's room or kill him and loot the key from his body. You can also pickpocket the key or just lockpick the door. Check the shelf under the TV to get the Henchmen message. Leave the room and on your way out, you'll run into Andy himself. You can leave without speaking to him, tell him that you discovered their plans and you'll help him with the planned heist. Or, you can just kill the freak.

Head back to the Hostetler home and Alice will confront you. There are several responses you can choose from. To settle the matter peacefully, you need to pass the Speech 70 or INT 7 checks. If you're after the caps, speak with Mrs. Hostetler to get 200 caps. This can be increased to 500 through barter. You can also kill her to loot the full 1000 caps from her body.

NCR Correctional Facility

I Fought the Law

Since you need to talk to the Powder Ganger leader, Eddie inside the NCRCF administration building, it will be challenging to get to him especially if you have killed the powder ganger members during the quest [Ghost Town Gunfight](#). To enter the NCRCF, you need to talk to the man named Dawes. He'll ask for 100 caps entrance fee so you can enter.

Your first task after starting the quest is to find the powder ganger named Chavez. Find him in the Powder Ganger Camp South. You can coerce him to leave with Speech 30 or simply kill him and his men. (This doesn't result to reputation loss with the Powder gangers) Report to Eddie and tell him that Chavez has been dealt with. Your next task is to take care of the suspicious merchant near Jean Sky Diving. Head there and find the man. You can have him spill his real identity with INT6 or Speech 30 checks. After learning about him, you can extort caps from this guy with Speech 30 and kill him afterward. Report back to Eddie.

As part of the next objective, head to Primm and talk to Johnson Nash or Lt. Hayes. Have Nash tell you the details by bribing him for 100 caps (50 if you have Barter 30) or have him tell you the details free via Speech 30. Alternatively, you can also attempt to pickpocket the "Military Orders" note from Hayes. From here on, you have two options to finish this quest: reveal the NCR plans to Eddie OR betray Eddie and help the NCR take over the prison.

Should you decide to help the convicts, report to Eddie and tell him about the incoming NCR assault. You'll get chems, exp, caps and faction reputation as reward. When you exit the building, the assault will start. Though you won't lose NCR reputation by revealing their plans to the Powder gangers, the NCR troopers storming the facility will be hostile to you and NCR infamy is gained by killing them. If you managed to completely repel the invasion, you can speak to Eddie to get a reputation boost.

Helping the NCR take over the facility seems a very logical and just choice to most players. To do this, tell Hayes that you're willing to lend a hand in the assault to the Facility. Rendezvous with Sgt. Lee southeast of the prison. Get briefed by him and the assault begins. Mop up every single powder ganger in the facility. The quest completes once Eddie falls.

NCR Sharecropper Farms

Hard Luck Blues

Speak to Morgan Blake in the NCR Sharecropper Farms, located northeast of Camp McCarrand and southeast of The Strip North Gate marker. After getting the quest from Blake, head to the East Pump Station and examine the terminal (Science 50 required to fix it) and examine it to learn about the irrigation problem. The marker will then point to Vault 34. Before heading there, make sure that you have a Space Suit or Radioactive Suit handy, as well as a good supply of Rad-X and Radaways.

Enter the cavern and fight through the Golden Geckos until you reach the vault entrance. Once inside the vault, explore the area until you find a submerged corridor near the clinic and Overseer's office doors. Dive down and follow the corridors until you find a debris-filled room. Check the technician's body under the desk to obtain the Vault 34 Utility Terminal Password.

Explore the area again until you reach the Utility room. Use the password to boot up the terminal and activate the Pump Station. Once the water is drained, check the previously submerged corridor to the north of this room. From there on, you can tread this corridor that leads to another room. Loot the technician's body for the Security Terminal Password. Head to Security Station A and enter the Armory. Fight through the ghoul infested corridors until you reach a large office. Examine the VERY HARD terminal and use the password to operate it. (or use Science 100 to manually hack it) Once operational, select the option to disengage the lock to the Overseer's office.

Backtrack to the 1st floor and make your way to the Overseer's Office. Kill him and loot the body for the password for his terminal. Examine the terminal in his office and check the logs to update the quest objectives. You can also open the Armory door here as well that leads to a stockpile of weapons. Enter the escape tunnel through the Overseer's office and follow the path to the reactor. From there, you can reach the vault reactor's terminal. Upon examination, you'll learn that a family of normal vault dwellers are trapped. You will have to choose whether to save them or the farm.

NOTE: The locked Armory Room has a Gun Case containing the Pulse Gun, which is part of Veronica's companion mission [I Could Make You Care](#). You need Lockpick 100 or Colonel Blackwell's key (stolen from the filing cabinet in Mother Pearl's house in Nellis Airforce Base) to open it.

- Seal the external ventilation to stop the radiation from emanating to the Sharecropper farm water source. This gives you NCR fame and EXP
- Route the control of the vault to allow the trapped dwellers to escape. This action will destroy the farm. This will net you exp but no NCR infamy. You can also find the family you saved in Aerotech Office Park east of Camp McCarran.

Nellis Airforce Base

The first time that you approach the base, a man will offer you some tips on how to avoid the bomber barrage that the boomers will release as you get near the area. To get past the barrage, hug the northwest wall and keep running. There's a chance that you'll get crippled so just heal the damaged limbs. Continue hugging the west rock wall until you reach the fence. Upon reaching it, stick close to the fence and follow it until you reach the gate.

Volare

Go inside and talk to Mother Pearl first to ensure that the barrage is permanently stopped and to start the quest.

You need to get the Boomers to like you. There are several ways of doing it:

- Giving missiles to Racquel
- Giving Scrap Metal to Jack
- Giving Rocket Souvenirs (which you can get cheap from Novac gift shop) to the kids or use your charisma 7 to sweet talk them.
- Finding Mr. Cuddles for Lindsay. The teddy bear is located by the crates inside the hangar where the B-29 is assembled.
- Help Argyll in the Nellis Medical clinic to fix three patients. Medicine 40 or Speech 35 is needed to pass his dialogue check. To treat the patients, you need Medicine 60 to treat all the patients and gain a good fame boost for each treatment.

Once your reputation with the Boomers is high enough, talk to Mother Pearl. She will then ask you to talk to Loyal to learn about the Boomer's dream. He will then request your assistance in raising the downed B-29 bomber in Lake Mead. To ensure that you'll have enough air to fix the ballast, you need to talk to Jack and have him make a Rebreather for you by passing a Science 40 dialogue check or getting a pressure cooker. You can easily buy/ get one in Goodsprings. The rebreather can be equipped from the Apparel section in your Pip-boy.

You now need to find the crashed B-29 if you haven't discovered it before. It is just southeast of Calville Bay, directly in the far east of Camp Golf. Dive down and place the ballasts under the plane's wings. Return to the shore, equip the detonator from your weapons menu then report back to Loyal. Finally, report back to Mother Pearl to complete the quest and gain full support of the Boomers

Sunshine Boogie

You can start this quest by talking to Loyal and you're planning to make yourself useful. He'll ask you to fix the solar array panels. If your Repair skill is at least 65 (or if you can raise it to that level using consumables and apparels) then you can head to the Nellis Array and fix the individual units. Otherwise, you'll need to head HELIOS One then collect all 5 broken arrays scattered in the yard. You still need at least Repair 20 to get them though. Repair all 5 arrays in the Nellis Array then report to Loyal once done to complete the quest.

Young Hearts

Talking to Jack and passing a Speech 30 check will open up this quest. Fast travel to the Crimson Caravan and find Janet. After talking to her, head back to Nellis and ask for Pearl's permission to allow Janet to enter the Boomer's compound. You can convince Pearl with Speech 50. After securing the permission for Janet, talk to Jack and tell him that Janet is interested in him as well. Obtain the Boomer Jacket for Janet then hand it over to her. You still need to talk to Alice McLafferty in her behalf so head to Alice's office and convince her through Barter 65 or Speech 75 to release Janet from her contract and not to forfeit her wages. After successfully passing those dialogue checks, report back to Janet and tell her that you spoke to McLafferty already. Head back to Nellis and talk to her and Jack. If you talk to Jack and it doesn't complete the quest, you can just wait for 12 to 24 hours then talk to him again.

Ants Misbehavin

After talking to Mother Pearl, talk to Racquel to start this quest. If you're planning to find Loyal and get the special weapon needed to defeat the ants easily as part of the optional objective, make sure that your Speech or Science level is at least 50 (or if you can boost your skill level with consumables and corresponding

apparel). Follow the marker as it leads you to one of the barracks behind the hangars. If you're able to get the Sonic Emitter or not, head to the array and clear the ants inside. Remember that these ants explode when you attack it with anything other than conventional guns.

Once inside the array, go down the generator area. There are several ammo by the shelves to the north, including two mini-nukes. You can place the Sonic Emitter on the ant mound to the south. Don't forget to activate it. Next, you can find the unique grenade rifle called Thump-thump to the east, beside the skeleton and destroyed generators. The Sonic Emitter will easily wipe out all ants in the area. After that, find the two generator arrays. These are the large generators on the eastern side that have lights on them. The third switch is located along the stairs NW of the two generators. Report back to Racquel to gain fame with the Boomers and complete the quest.

Unmarked Quest (1): In the clinic, you can convince Dr. Argyll using Speech 35 or Medicine 40 to take a look at his patients. You need Medicine 60 to heal all of them. Carrying out this task will increase your reputation with the Boomers and will prompt him to offer his services as a doctor and sell you medical supplies as well.

Unmarked Quest (2): The little boomer, Lindsay has lost her teddy bear named Mr. Cuddles and wants you to help her find it. The stuffed toy is located inside the same hangar where the B-29 is assembled, beside some crates. However, using Speech 60 to lie and telling Lindsay that Mr. Cuddles is dead will result to karma loss and Boomer infamy.

Nelson

We Are Legion

This quest will require you to kill all NCR officers in [Camp Forlorn Hope](#). If you're planning to maximize the experience and cap rewards, you may complete all quests there first before doing this. Just follow the link above to view the available quests for that location.

If you're in neutral standing with the Legion, you can walk inside Nelson and enter the barracks. Alternatively, a Legionaire may confront you along the road and bring you to Dead Sea, the leader of the legion contingent in Nelson. Start this quest by talking to him.

There are several ways of completing this quest. Since it just requires you to kill the officers only, you can just get rid of them then flee the area to avoid getting swarmed by NCR forces. Sniper characters may use the elevated positions to take out NCR troopers and whittle down their numbers. Characters with neutral or positive standing with the NCR can just walk in the camp and carry out the assassinations. Stealthy characters can wait for the officers to fall asleep before killing them. Characters with Mister Sandman can easily get this job done. Demolition experts can plant mines or C4s in strategic locations. In any case, report back to Dead Sea after carrying out the task to receive your exp and cap reward.

Anywhere I Wander

- Follow the road south of Nelson and Private Renolds will ask for your help.
- Follow the path and you'll find Techatticup Mine. Enter it.
- Take the path to the south and you'll find a AVERAGE locked gate. Behind it are some food and healing items.
- Continue to the large area and kill the legionaires, especially the man called Alexis. Grab the storage key from him to open the second locked gate.
- Return to the entrance and explore the next cavern in the northern part of the cave. Kill the guards and use the storage key to open the gates and release the prisoners.
- Report back to Private Renolds outside the mine.

Back in Your Own Backyard

Approach Nelson using the main road to the west and you'll be greeted by Ranger Milo. He'll ask you to kill the three NCR captives. The easiest way to complete it is by following Ranger Milo's suggestion and just sniping/killing all three captives. If you're feeling merciful, you can just go down the road and wipe out the entire Legion contingent stationed there. The second option to complete this quest is to untie the prisoners

and return to Milo.

Nipton

Cold, Cold Heart

Head to the Town Hall to find a small group of Caesar's Legion members and some crucified people along the way. As you approach them, the officer named Vulpes Inculta will talk to you and start the sidequest. You need to travel back to the Mojave Outpost and talk to any named NCR npc there. However, the quest will just lead you to Sgt. Kilborn who is walking outside, near the ranger statues. You just need to interact with him and choose any of the two actions:

- Tell him about what you saw in Nipton
- Opt to do the Legion battle cry to attack and kill him.

Either actions will complete the quest with no karma loss/ gain whatsoever. Just be careful not to attack him when there are friendly NPCs nearby or there's a chance that they'll hostile to you as well.

Booted

- Talk to Boxcars inside the general store and ask about the captives.
- Head to the quest marker on the map
- Kill the legion guards then untie the victims to complete the quest. This action will gain infamy with the Legion.

Novac

Come Fly with Me

Manny Vargas will mark the REPCONN test site in your map. Follow the road west of Novac and loot the abandoned outpost along the way. There will be several ghouls in the area so having a companion or two will help a lot in keeping them at bay. Clear the path and enter the building. As soon as you enter the facility, you'll receive a message from a nearby intercom instructing you to head to the eastern side of the building. You can ignore that for now and scour the rooms, cabinets and containers for various loot. When ready, find the cargo/ loading area of the building then continue upstairs. Speak to the intercom and you'll be let in the Research Labs.

Once inside, Chris will talk to you. After that, follow the marker and speak with the aptly named glowing ghoul, Jason Bright. Talk to him about their journey and such. Eventually, you'll learn about the blue demons in the basement. Agree to help them out and you'll obtain the Basement Key. Exit the labs and follow the marker as it leads you to the door on the ground floor leading to the basement.

Take note that the enemies here are stealthed Super Mutants known as Nightkins. They wield heavy Rebar Clubs which can deal massive damage to you. Due to the narrow corridors in the basement, it may be a challenge outrunning or outmaneuvering them. Just look out for the shimmering figures in the area before proceeding.

There are two ways of handling this; either you can do this diplomatically (yes, its possible) or just kill every Nightkin inside.

Tip: The place is filled with materials needed for making lots of Weapon Repair Kits (Wrenches, Wonderglues, Scrap Metals) so having a companion or two will enable you to make the most out of your trip.

Plan A: Speak with the leader, Davison

There's a named Nightkin here who can talk to - as long as you haven't killed any Nightkin. The best way to reach him without triggering a fight is by using a Stealth Boy then from the entrance, follow the corridor south then take the corridor to the right, leading to a door and a small room. Approach the shimmering figure (don't attack him by accident) and he'll ask you about your business. Learn that they're looking for something and agree to help. Apparently, the blue muties are looking for a shipment of Stealth Boys, sent here. Agree to find those and he'll give you the key.

Exit the room and turn to the corridor to the right (south). Use the key to open it and find a ghoul named Harland who barricaded inside and filled the room with booby traps. The shipment details can be acquired from the terminal on the upper level. However, you still need to deal with Harland. There are two ways of making him leave his post.

Plan A-1: Help him find his friend's whereabouts.

His friend is located deep inside the basement, in the lower level which the muties transformed into a makeshift prison. You can fight your way inside or sneak using a stealth boy until you reach the prison area. To access the cells below, you need to kill the Jailer or pickpocket the Jail Key from it. Search the cells below to find the body of Harland's friend. Deliver the news to him and he'll leave the room voluntarily.

Plan A-2: Kill Harland

Heading inside the room or just simply provoking him will make Harland hostile. Unless you have a trajectory weapon like the Incinerator or Grenade Rifle, you'll have problems reaching him. You can carefully head upstairs and finish him there.

Plan B: Purge the blue menace

You need to kill every Nightkin, including their boss, Davidson. Return to Jason once the quest updates.

In any case, just reach the upper level of the room and examine the terminal there. Read all entries, then return to Davidson. He, along with all the surviving Nightkin in the area, will leave. You can now return to Jason and inform him that the muties have been removed.

After receiving the news, Jason Bright and Co. will head to the basement in preparation of the great journey. Follow them to the underground launch pad by opening the secret hatch at the back of the room where you found Davidson. You need to activate the switch to open it. Follow the marker until you reach the launch pad. Talk to Jason Bright and learn that they're ready to take the journey. However, they're also missing some components to fix the rockets.

Speak to Chris and learn the two components he needs. I will just point you to the easiest/ nearest sources. If you used Speech 50 to inform Chris about what Jason told you, you also need to look for 3 Sugar Bombs for him to sabotage the rockets. The latter materials are just optional though.

Control Modules

These can be found in Gibson Scrap Yard, a short walk north of Novac. Talk to Old Lady Gibson and she'll offer you the modules for 500 caps. If you're short of that amount or if you want to save your caps, you can do the following:

- Speech 50 or Barter 50 - Pay only 250 caps
- Lady Killer or Cherchez La Femme perks
- Kill her and her dogs then loot the modules from her.

Atomic Fuel

Head to the Novac Gift Shop. The rockets are stored inside the small storeroom behind him. To access them, you can:

- Buy the storage key for 75 caps
- Barter 30: Buy the storage key for 10 caps
- Pick the lock
- Kill him and loot the key.

Grab as many rockets as you can then return to Chris to deliver the materials. Once done, head back to the Research labs where you first met them then exit through the door beside the stairs. It will lead you to the viewing deck. You can just activate the lever on the floor to launch the rockets or do some tinkering using the control panel nearby. (Science 55 required)

Once you have access to the panel, you have two options:

- Alter the rocket's course so they're closer to their destination (+karma)
- Sabotage the rockets and force them to crash into one another (-karma)

One for My Baby

You can ask Manny Vargas about Boone. Talk to Boone, the sniper overlooking the town at night. He's in Dinky's mouth. Talk to him about his missing wife and agree to help him out. He'll ask you to talk to the suspects to get more info. Additionally, you must lead the suspect in front of Dinky and wear his beret to prompt Boone to shoot the person you've lead.

Again, I'll just put here the easiest and fastest way to complete it. First, you need to find the Bill of Sale, which is the evidence Boone's looking for. It is inside the safe of the motel lobby, that's owned by Jeannie May Crawford. You can enter the lobby at night and lockpick the safe (EASY - 25) or you can pickpocket the key from her. She's also the correct suspect so talk to her, and lead her outside. Equip Boone's beret once she's out in the open and watch her head explode. Return to Boone to complete the quest. You can recruit him as a companion after this.

Unmarked Quest: Talk to No-Bark Noonan and learn that something's killing the brahmin at night. Talk to Dusty McBride next. Wait outside the pen until night time to discover the culprit. Kill the mini-gun totting, crazed nightkin and report to Dusty to get your rewards.

Primm

My Kind of Town

Enter the Bison Steve Casino and find the deputy inside the kitchen. You can sneak behind by taking the maintenance hallway but you'll need a key that can be acquired by hacking the terminal near the entrance. Otherwise, you can just do it the old fashioned way and storm the area and kill all the enemies. You can explore the second floor areas for more items and enemies. Speak to Nash after rescuing the deputy and he'll ask you to look for a sheriff to help maintain law and order in the town.

You have three options (though the game will only point you to two).

- Recruit Meyers (NCR Correctional Facility)
The Powder Gangers will be hostile if you have bad reputation with them (like helping the Goodsprings militia take out Cobbs and his crew earlier). You can disguise yourself with a Powder Ganger outfit to avoid hostile action towards you. Enter the facility by convincing or bribing the guard Dawe.

You can also go guns blazing and kill everybody. Meyers is neutral by default but will turn hostile if you hit him accidentally. To convince him, he needs pardon from NCR. You need to head to Mojave Outpost and talk to Major Knight. You can get the pardon by winning a Speech 45 check or purchasing the pardon for 200 caps. Return to Meyers and let him know that he's pardoned. He'll head to Primm and become the new sheriff.

Note: The quest *I Fought the Law* requires you to talk to Eddie which will also become hostile if you have a bad reputation with the Powder Gangers. Killing him will instantly fail this mission.

- Request NCR to put Primm under their jurisdiction

West of the town is a small NCR camp. Enter the tent of Lt. Hayes and talk to him. Ask him about the situation in Primm and he'll tell you to head to the Mojave Outpost and ask Major Knight for reinforcements. You need Barter 50 to convince Major Knight. If you're successful, return to Hayes to deliver the news.

- Reprogram Primm Slim
This is probably the easiest (and the best) option to choose. Reprogramming Slim can be done via either Science 35 or using x3 fission batteries and x4 conductors.

The quest completes after meeting the requirements of any of the three candidates above.

Red Rock Canyon

To reach it, fast travel to Ranger Camp Foxtrot then hug the mountainside to your left and head north. You should find a narrow valley path that goes around west and eventually to the Red Rock Canyon. You'll know that you're in the right path by finding a few cazadors and their nests along the way. There's also a Super Mutant Master corpse that has a Fat Man nuke launcher near one of the nests. Continue along the path until you find the brightly colored rocks. Keep heading straight until you find the settlement

Oh My Papa

This quest will become available if you have *For the Republic, Part 2* active and you talked to Regis about allying with the NCR. In addition, you need to convince Jack, Diane and Melissa to voice their opinions against Caesar's Legion and you need to find Regis evidence that Caesar will annihilate the Great Khans. Lastly, you can just have Karl, the emissary of the Legion to spill his thoughts in front of Papa Khan. This can be done while all three of them are dining together in the Great Khan Longhouse.

- Talking to Moore will prompt her to order Papa Khan's assassination. You can decline if you want or not to talk to her at all. Take note that declining her the first time will disable the option to assassinate Papa Khan so be careful. Choosing this option will fail the quest and another one (*Why Can't We Be Friends*) but will make things easier for you if you want to get the Khans to ally with the NCR if you're following the NCR storyline (*For the Republic, Part 2*) This will skip the tedious steps of talking to various NPCs like getting to Melissa. To do this, wait until 2AM and lockpick the HARD door in the back of the Longhouse and use a melee, unarmed or silenced weapon to kill him. Crouching to enter sneak mode and aiming for the head will ensure instant death.
- (Optional) Embarrass Karl in front of Papa Khan. (Requires Speech 75)
Just talk to Karl and exhaust all speech checks while they're dining together. He'll be killed by the Khans on the spot.
- Convince Jack and Dianne. Easiest way is to talk to Jack and convince him through a Speech 65 dialogue check. Otherwise, you need to talk to Dianne and find Anders for her.
- Find Melissa in Great Khan Encampment up the hill, west of Quarry Junction. This area is literally crawling with Deathclaws so you have to be very careful in traversing them. To reach it, you need to follow the main road west of Goodsprings and north of NCR Correctional Facility and Powder Ganger's Camp. There's a quarry workers' settlement along the way called Sloan. You can agree to help take out the Deathclaw problem (even if you won't) to get 5 free stimpacks and super stimpacks from Chomp Lewis.
- Find Regis evidence that Caesar will annihilate the Great Khans. You can steal Karl's journal or take the Legion slave ledger in Caesar's tent. (No karma loss) Deliver it to Regis.

After talking to Regis, talk to Papa Khan. He will tell you that he needs a legacy. You can bypass the following step with Speech 75 dialogue check. Otherwise, you need to speak with the doctor in the Old Mormon Fort. You'll then need to find the follower named Ezekiel in the 188 Trading Post (same area where you can recruit Veronica). Talk to him to receive the book. Deliver it to Papa Khan and tell him that he's wise and wish them luck to complete the quest. If you still insisted to have them join the NCR, you'll be looped back to the original set of tasks rendering the quest incomplete.

If you assassinated Papa Khan, talk to Regis and he will give the Khans' support for NCR. This will complete the quest and give you positive reputation with the Khans.

Aba Daba Honeymoon

In Red Rock Canyon, check the small path northwest leading to the drug lab where you can find Jack and Diane. Talk to Diane to start the quest.

Find Sanders

Near the entrance of Cottonwood Cove are a couple of crucified NPCs. One of them is Sanders, which can be easily distinguished by his Great Khan outfit. Talk to him first to confirm his identity then you can just cut him down or kill him outright.

Deliver the package to Don Hostetler

Go to the Crimson Caravan and head to Alice McLafferty's office. Talk to Don Hostetler there during daytime and hand over the package to him. Deliver his payment to Diane to receive positive rep with the Great Khans, and a handful of caps as well.

Meet Motor-Runner

Diane will give you a Great Khan simple armor which you can equip before entering Vault 3. You can also gain entrance without fighting the fiends inside using Speech 64. Meet up with Motor-Runner inside his throne room in the Maintenance Wing to deliver the parcel to him.

Return to Diane to complete the quest. You can convince Jack to create more chems (Speech 25). He can make additional chems per Science and Survival skill checks passed. (Science 50 and Survival 75 required) Additionally, completing the quest will allow you to learn the special unarmed move, Khan Trick.

Cry Me A River

Talk to Jerry the Punk near the arena. Pass the speech 33 check then tell him that you can ask the Followers in his behalf to start this quest. Go to the Old Mormon Fort and talk to Julie Farkas and tell her about Jerry. Return to Jerry and tell him that the Followers will accept him as a novice.

Don't Make A Beggar of Me

Note: Melissa is one of the NPCs that you need to talk to if you want a peaceful resolution for the quest Oh My Papa. Make sure to complete that quest first before doing this.

Find Melissa in Great Khan Encampment up the hill, west of Quarry Junction. This area is literally crawling with Deathclaws so you have to be very careful in traversing them. To reach it, you need to follow the main road west of Goodsprings and north of NCR Correctional Facility and Powder Ganger's Camp. There's a quarry workers' settlement along the way called Sloan. You can agree to help take out the Deathclaw problem (even if you won't) to get 5 free stimpacks and super stimpacks from Chomp Lewis.

After getting the quest from Melissa, head back to Sloan and enter the Mining Office. Go upstairs and examine the empty suitcase beside the desk. Exit the office and speak with Chomps Lewis. Travel to Primm and go to the NCR camp southwest of the town. Speak to Tyrone and pass any of the following dialogue checks for Tyrone to give you the chems:

- Strength 7
- Speech 40
- Barter 35
- Black Widow perk (female characters only)

Return to the Great Khan Encampment and hand over the chems to Melissa to complete the quest.

Sloan

This small mining settlement is found along the highway east of Goodsprings. The unmarked quests available in this location will reward the player with NCR fame.

Unmarked Quest 1: Look for the non-hostile mole rat called Snuffles walking around the settlement. With Medicine 30, examine the animal and fix her leg. Report to Chomps Lewis to get your reward.

Unmarked Quest 2: Talk to Chomps Lewis and learn about their deathclaw problem. Offer your help and head to the nearby quarry. This place is littered with Deathclaws, including an alpha male and deathclaw mother. Sniper characters will find lots of favorable and elevated positions where they can safely take them out without the risk of getting pummeled by one. For other character types, it will be wise to engage these abominations when you're pretty high leveled and you have decent gear. Laying down mines and traps will also help. Long ranged followers like ED-E and Boone can help you soften the enemies up as they approach you. After clearing the quarry, report to Chomps for your reward.

Unmarked Quest 3: Check the generator outside the Mining Offices in Sloan. With Repair 35, you can fix the generator. Otherwise, you can scrap it for some junk materials. If you successfully repaired the generator, talk to Chomp Lewis to get your rewards.

Unmarked Quest 4: Talk to Jas Wilkins inside Sloan's Mess Hall and learn about the Deathclaw/ Wasteland Omelet that requires a Deathclaw egg as the main ingredient. The egg can be looted from normal deathclaws randomly. You can also collect Deathclaw eggs in the lair of the Mother Deathclaw in Quarry Junction. Give the egg to Jas to complete the quest.

Sunset Sarsaparilla Headquarters

The Legend of the Star / A Valuable Lesson

For this quest, you need to collect 50 special edition Sunset Sarsaparilla Star bottle caps. Take note that you can collect these even without activating the quest initially. You may refer to this [list](#) for the confirmed locations of the star bottle caps. There are more than 50 caps that can be obtained so don't worry too much about missing any. Most of these caps are located in non-quest locations, camps, shacks and buildings.

- After collecting a handful of star bottle caps, an NPC named Malcolm Holmes will approach you and inform you about the value of the star caps you're collecting. After talking to him, you can murder him and steal his caps without karma loss.
- When you approach Nipton, you may witness a gun battle between collectors Tomas and Jacklyn. Its either you find them both in the middle of the battle or one of them will talk to you after killing the other. Either way, you can kill them and loot their bodies for additional star caps.
- You'll have a small chance of obtaining a star bottle cap by drinking ordinary Sunset Sarsaparillas
- If you have a large quantity of star caps with you, a random collector may attack and attempt to assassinate you. Kill him to get his caps.

After collecting 50 caps, head to the Sunset Sarsaparilla Headquarters and talk to the robot named Festus near the entrance. Hand over the 50 caps and listen to his story. Ask for the prize and he'll ask you to get your prize from the building's prize vault. Since the corridor leading to it has collapsed, the only way it can be accessed is via the broken floor in the second floor. Inside, loot the crates for a good number of caps and the unique laser pistol called *Pew-pew*.

The Fort

I Hear You Knocking

After talking to Caesar, talk to his subordinate Lucius. Ask him about any job opportunities to get this quest. You'll be asked to find the howitzer's firing mechanism and that the Boomers may have it. Travel to [Nellis Air Base](#). If you arrived there for the first time, come with Rachel and talk to Mother Pearl, the matriarch of the Boomers. You can steal the firing mechanism or just gain the trust of the boomers and ask Mother Pearl for it. The firing mechanism can be stolen from the gun cabinet inside the boomer workshop.

After getting it, return to the fort and use it to fix the howitzer overlooking the dam by the cliff. Return to Caesar's tent and deliver the news to Lucius to complete the quest. This will aid the Legion in the upcoming battle of Hoover Dam so don't do this unless you're planning to side with them.

The Finger of Suspicion

Talk to Vulpes Inculpta in Caesar's tent to receive this quest. He'll ask you to find an informant that's being hunted by the Omertas. Travel to the Strip and head to Vault 21 (in the last area of the strip, where the embassy is). Go downstairs and follow the marker until you reach a room with Omerta thugs and the informant. From there on you can outright attack them or settle the matter diplomatically (Speech 50 required). If you feel treacherous enough, you can even kill the thugs after passing the speech check to get additional XP and free items.

Talk to Martina and exhaust her conversation options. Once done, report back to Vulpes to complete the quest and to start the Legion version of the quest [I Put a Spell on You](#). Follow the link for more details.

The Strip

How Little We Know

Talk to the receptionist in Gomorrah and ask for more information. You'll need to talk to Cachino about suspicious Omerta activities. Just follow the quest marker and it will lead you directly to him. After confronting him, he'll diss you off so somehow you need to sneak to his room or pickpocket a journal from his person. The easiest way is to head to the Suites level of the hotel then open his room (HARD door). The journal is inside the desk in his bedroom on the second level. If your pickpocketing skill is not high enough, you can bribe the receptionist to give you the key for 300 caps. You can haggle it down to 200 caps if your Barter level is around 55.

Confront Cachino again and sell him the journal for 100 caps. You can earn 200 caps more if you have a Barter level of 65. Take note that if you want to get good reputation, you'll want to help Cachino break up the bosses' plans. Now you need to talk to Troike and Clanden.

When you talk to Clanden, he won't give you any hint even after mentioning that Cachino sent you. Return to Cachino and tell him that you can't get anything out of him. Cachino will suggest to kill Clanden without anyone seeing. You can do this by entering Clanden's suite and killing him inside. Loot the key from his body then open the safe behind the wardrobes in his bedroom to get the Snuff Tapes. Before reporting back to Cachino, check one of the maintenance rooms in the suite level where you can use the key to open. You should find the body of the hooker that can be used to confront Troike later on. Inspect the hooker's body then return to Cachino.

When you talk to Troike and pass a Medicine 30 dialogue check, you'll learn that his story doesn't add up. You can find the blackmail note inside the (HARD) safe in Big Sal's office proving that Troike has been set up. To go there, head to the main level, and head to the Brimstone. Open the guarded door directly to the northeast and go upstairs. These are small rooms with some pool tables in front of it. You can also talk to Big Sal and convince him to free Troike from his contract if your Speech or Barter skill levels are high enough. Report back to Troike to get his help. He'll give you Thermite and the key for the nearby utility room where the weapons are stored. You can also ask him to deploy the thermite by passing a Speech 70 option.

Open the utility room and loot the two footlockers found inside for some free weapons. Next, deploy the thermite on the large crates then exit the room. The detonator is just beside the door outside the room. Activate it then report back to Cachino after completing both objectives. If there's any event that the game becomes glitched and Cachino won't move from the spot, you can just find the bosses and kill them yourself. Take note that they're pretty hard to take down so it is recommended that you try this if you have a really good character level and got some good guns. The boss' meeting room is right beside Big Sal's office. The quest will be completed after taking out the bosses.

Pheeble Will

Talk to either Ethel and Walter Phebus to start the quest. They're located in the Las Vegas Boulevard Station, which sits between Lucky 38 and Ultra-Luxe casinos. If you started the quest by talking to Ethel, you can end this quest quickly and earn the reward instantly by convincing Walter to abandon his plan and just head home. This requires talking to him and pass the PER 7 and Speech 75 dialogue checks. Should you decide to help Walter, you can ask for 400 caps via Barter 70. Next, you need to find Heck Gunderson inside the Ultra Luxe Casino.

If this is your first time to speak with Heck, you can also inquire about his missing son which will also start the quest below. (*Beyond the Beef*) Walter will ask you to murder both father and son Gundersons. With Barter 80, you can increase the cap reward by 500 caps for killing Ted or 1000 caps for Heck with Barter 90.

Note: This quest will fail if you have completed *Beyond the Beef* by rescuing Ted and leading him to his father.

You can kill Heck in a number of ways, like luring him to a secluded area by stealing something from him and quickly moving away before he recovers his item. You can also outright kill him in plain sight using holdout weapons but that will also make the casino staff hostile. Killing them will drop your reputation with the White Glove Society and the Strip considerably. Completing *Beyond the Beef* by following Mortimer's advice (kill Ted, frame Heck) will also meet the conditions of this quest. Speak to Walter to earn your cap reward.

Beyond the Beef

This is one of the major sidequests that's part of the faction questlines. Head to the Ultra-Luxe Casino in the Strip. Like other casinos, you'll be asked to deposit your weapons. You can still keep holdout weapons though; the higher the Sneak skill, the better weapons you can sneak inside. Start this quest by talking to Heck Gunderson. He'll ask you to look for his missing son. He'll offer a hefty cap reward for bringing his son back or at least give information regarding his whereabouts. You need to speak to two of the most prominent figures in the society: Marjorie or Mortimer. The quest markers will lead you directly to them.

a) Marjorie

Ask her about the Heck's missing son to get your objectives updated. Be careful when asking her if the White Glove Society is feasting on human flesh as this could give you infamy.

b) Mortimer

You bypass various steps if you have the Cannibal perk or Speech 62. After convincing Mortimer using the speech challenges mentioned above, he'll give in and you'll immediately know that he's the culprit behind the disappearance. He'll even ask you to help him murder Ted and frame Heck.

Normal Path

Should you fail to convince Mortimer, you'll have to follow the longer, normal path. Ask him about the private investigator and he'll give you the key. Follow the quest marker and use it to access the investigator's room. You should find the investigator's dead body on the floor. As you're investigating the corpse, two White Gloves will attack you. Bring out your weapon and kill them inside the room. Pick up the Matchbook on the investigator's corpse. It should say "Steamroom, 4PM"

You can head to the bathhouse and wait until 4PM. Speak with the informant, Chauncey and tell him about the investigator. Exhaust his conversation options until your objective updates. After talking to him, he'll get killed by an assassin which you must kill as well. Now, you must enter the Kitchen. Before you can access it however, you need to have Marjorie or Mortimer to sponsor you to become a member of the society. If your reputation in the strip is "Liked" or better, you'll be immediately accepted. Otherwise, you'll be forced to assist Mortimer in his cannibalistic motive. (see b.)

Once inside the Kitchen, follow the quest marker to go deeper. You may be halted by a patrolling White Glove. You can peacefully resolve this encounter through Speech 55 or Repair 35. Otherwise, he'll follow you around until he turns hostile.

- If you're planning to expose the society, you can drug the Banquet Wine Bottle using Med-X (Medicine 25 required) then wait until 7PM and call the head waiter. You can find Ted inside the freezer in the adjacent room. You can then lead him past the sleeping guests and deliver him to his father to conclude the quest.
- You can also expose Mortimer's plan to the guests. To do this, you need to take over the cooking. Past the room where the wine is placed is the main kitchen where the society head chef, Philippe is waiting. He'll confront you and you have various options to shoo him off and get his recipe.
 1. Barter 55: Lie and tell him you're interested in releasing a cookbook
 2. Medicine 55: Give him a psychological diagnosis
 3. Speech 55: convince him that a radroach was seen in the pantry.

You can also pickpocket the recipe or simply kill him and take the recipe from his body. From there on, you can cook a non-human meat recipe using Survival 75 or Intelligence 6 (+recipe). Like the wine option, you can wait for 7PM and call the head waiter to get the meat.

Wait for the waiter to leave then break Ted out of the freezer. If the freezer door isn't opened automatically, you can still open using Lockpick 50 or hacking the nearby terminal using Science 50. Talk to him and have him follow you. Take note that the waiter will attack you on sight if he sees you with Ted tagging along. It will be wise to save your game first before breaking him out. Head to the banquet hall and hide. Take note that the roaming white gloves will attack on sight and blow your cover. It will be wise to enter the small storage room to the left and wait until Mortimer finishes his speech. As he walks off, approach him quickly and confront

him. Expose him by speaking loudly and attack him once the option becomes available. This will not make the surrounding white gloves to become hostile; they may even help you kill Mortimer. You'll gain a Fame boost with the society.

Escort Ted to where his father is. Talk to Heck and you'll be given a chance to conclude this quest in any way you see fit.

- Lie: You can tell Heck that you don't know who took his son. If you haven't exposed Mortimer during the banquet or you just rescued Ted, you can continue helping Mortimer finding a replacement meal for him.
- Blame Mortimer but defend Marjorie
- Blame the entire White Glove Society
 1. Any of the two options above will prompt him to blockade the Strip. Convince him with Speech 35 or by telling him not to be hasty.
 2. Otherwise, you can agree with the plan and Heck blockades the strip. This will give you a massive infamy to both The Strip and the White Gloves Society

Short/ Evil Path

Find Ted in the freezer and kill him. Get a sample of his blood by examining his corpse then head to Heck's penthouse suite. Use the key Mortimer provided you then apply the blood on his bed and on the sink. You can then exit the casino then report the crime scene to a securitron. This will frame Heck and get him out of the picture. Time to find for a replacement meat then.

Exit the Strip and Freeside through the north gate. Continue north and look for a shack near the mountainside. You'll find Carlyle St. Clair, the fresh meat, walking around there. Take note that you should only decapitate him - not kill him. There are several ways of doing it. You can convince him using the Black Widow perk (female characters only), Speech 45 or Guns 45. Alternatively, you can also use the Cattle Prod to stun him. You can also ask him about his neck. Doing so will allow you to make him unconscious by using Strength 7, Medicine 45 or Unarmed 45. You can then drag him to the dumpster near his home then report to Mortimer to complete the quest.

Bye Bye Love

There are two ways to start this quest; one is through Carlitos who is sulking in the diner of Vault 21 hotel or by talking to Joana who is working in Gomorrah.

Initiating the quest through Carlitos

- Speech 40 or 50
- Strength 7
- Intelligence 7

Suggest that you rescue Joana and Carlitos will agree. Head to the Gomorrah and find Joana.

Initiating the quest through Joana

- Medicine 50
- Speech 75
- Lady Killer perk

After initiating the quest from Joana, head to Carlitos and inform him about her decision. He will share the plan which you need to relay to her. You need to escort her out of the casino starting 12AM onwards and before dawn. You'll also get the option objective to hire backups in the Atomic Wrangler. After securing the assistance of these two, head back to Joana tell her the plan.

Wait until 12AM then proceed to the lobby of Gomorrah. You should find Joana and her two girls. Just exit through the door and stick close with the women until they exit the through Freeside. Escort the girls until you reach Carlitos and the hired guns (if you convinced them). You'll be ambushed by a group of Omerta thugs. From here on, you have several options to get out of this encounter.

Speech 75 - Negotiate peacefully

Strength 8 - Threaten the thugs and force them to back down.

Barter 85 - Bribe the thugs with 500 caps

Failing or choosing other options will make the thugs go hostile and a battle will ensue. If that's the case, make sure that both Carlitos and Joana are alive or this quest will fail.

Classic Inspiration

You need to talk to Michael Angelo in his workshop to start this quest. His workshop is located in the last area of the Strip, where you can find the NCR Embassy and Vault 21. After accepting the quest, you'll get 24 camera films and the Codac R9000. You need to travel to various locations and take pictures of the signboards. You can visit them in any order and you have 24 chances to capture 5 perfect pictures. In case you ran out of films (you'll be very sloppy if you do) you can always ask for more by talkin to Michael Angelo. You don't need to be an expert to capture the perfect shot; you just need to ensure that the landmark or sign is centered.

- Novac - Dinky, the dinosaur thermometer
- Primm - Bison Steve Hotel Sign
- HELIOS One - The logo in front of the building
- Camp McCarran - The sign on top of the gate
- Sunset Sarsaparilla Headquarters - The large bottle structure that also serves as the entrance.

It will be more convenient and practical to deliver the photos at the same time to Michael Angelo. The quest concludes with a good amount of EXP and caps as reward.

Talent Pool

Inside the Tops casino, head to the Aces Theater and talk to Tommy Torini. He'll give you four business cards which you should hand out of the performers you'll find in your travels. Use Barter 50 to increase the initial promised cut of 3% to 5%. The next step is to find the performers themselves. You can find and convince them in any order.

- The nearest one is Billy Knight. Just exit the Tops Casino and look for him near the gate leading to Lucky 38 Casino. You can use Barter 25 to spruce up the negotiations.
- Bruce Isaac is found on the second floor of Novac hotel.
- Find the Lonesome Traveler under the large Sunset Sarsaparilla billboard along the road, northeast of El Dorado Dry Lake.
- Hadrian is found inside the Atomic Wrangler. However, unlike the other three, you need to free him from his current contract first. You need to convince James Garret to free Hadrian from his contract. You can do this by paying 150 caps (100 caps if Barter 35 is used), sweet talk him with Speech 50 or Barter 50 or use the Terrifying Presence perk to force James to submit to your demand. Return to Hadrian to report that he's been freed from his contract.

After giving away the business cards to all performers, report back to Torrini to complete the quest.

The Moon Comes Over the Tower

After speaking to Mr. House, a follower named Emily Ortal may greet you on your way out of the Lucky 38 casino. She'll ask for you to place a bug in Mr. House's network. With Barter 40, you can ask for compensation for doing the task. Enter the casino and once inside, check the western side of the first floor. Follow the marker as it leads you upstairs to a lounge. Plant the bug on the terminal there then talk to Emily to complete the quest and get your rewards.

The Thorn

Bleed Me Dry

To access this underground fighting arena, you need to check the outskirts of New Vegas to the west, near the wall of building ruins. ([Map Image](#)) Once inside, look for an NPC named Red Lucy. She will then send you on a long quest to collect and hunt various creatures.

For your first task, you need to collect 12 Mantis Eggs. Numerous mantises are located in Vault 22. It's best to do this during the quest [Three Stands the Grass](#) since you'll have the chance to fully explore the area. The eggs are located in the cavern area of LV3 Food Production. Take note that the eggs that you loot from mantis remains also count. Deliver the eggs to Lucy to earn some cap reward. With Barter 50, you can ask for extra caps. Ask her what to do next for her to give you the next task.

Next, you need to collect Radscorpion Eggs. The quest marker will point you a short walk east of Goodsprings Cemetery so head there and prepare to take down around 4 to 6 Giant Radscorpions. After collecting the eggs, deliver them back to Lucy to receive cap reward for your effort. Ask for more caps by passing a Barter 60 dialogue check. Ask her for your next task.

You'll need to head to Ireteba Peaks to find 12 Fire Gecko Eggs. The problem is that this location is not marked in the map so you'll need to find it manually. You need to search for Bootjack Cavern first. It's immediate location is 11 o'clock of Ranger Station Echo, and due east of Lucky Jim Mine. Once inside the cave, scour the area and look for the pile of fire gecko eggs with the bodies of dead prospectors. Deliver them to Red Lucy to get your cap reward. Like before you can ask for more, as long as you have Barter 70.

Next, you'll need to find Nightstalker Eggs. If you haven't faced a nightstalker before, think of it as an abomination with the deadly venom of a snake and the agility of a coyote. The cavern you need to enter is the Bloodborne Cave. It is due northwest of Bitter Springs and you need to circle around the terrain to reach it. Aside from the eggs, one important point of interest is the VERY HARD gate near the entrance where you can get several NCR Dollars, Legion coins, and several thousand caps inside the AVERAGE-locked box. Alternatively, you can just find key deep in the cave. It is located by the campfire. After getting the eggs, deliver them to Lucy. Ask for more caps as reward by using Barter 80.

You're off to Red Rock Canyon as soon as you accept the next task. You need to find the Cazador nest and gather their eggs. You can fast travel to Ranger Camp Foxtrot and hug the rocky wall to the left. Continue following the path until you run across some cazadors and until the path narrows down. Near the nest is a super mutant master corpse carrying a Fat Man and various guns and ammo. Grab the eggs and deliver them to Lucy. Get more caps with Barter 90.

For the final task, you'll need to take out the most fearsome creatures in the Mojave desert: the deathclaw. You need to collect Deathclaw eggs this time. There are two possible locations where you can find the pile of eggs: the Quarry Junction or Dead Wind Cavern.

Quarry Junction is found north of Sloan and where you can find the Great Khan Encampment, which is part of the quests [Oh My Papa](#) or [Aba Daba Honeymoon](#). The egg nest is located south, past the large crane. It is guarded by a fearsome Deathclaw Alpha and more terrifying Deathclaw Mother. This is generally a large, open area - perfect for sniper characters with high accuracy and critical rate. The egg nest is located in the small opening before the Great Khan Encampment.

Dead Wind Cavern is found far east of Primm and the Emergency Service Railyard. The cavern is located south of Primm Pass and Harper's Shack. It's immediate location is south of REPCONN Test Site. The cavern itself is small and enclosed. It is also filled with various deathclaws, including the deadliest abomination in the game, the Legendary Deathclaw. The egg nest is inside the hatchery area where you can find the Mother Deathclaw. Further exploring the cavern will allow you to find a BoS paladin who can loot for a T-45D Power Armor and Helmet, as well as the unique grenade machinegun, Mercy.

Deliver the eggs to Red Lucy to complete the quest. As an optional reward, you can go and follow her to her room where you can conquer her privately.

Vault 19

Why Can't We Be Friends

To find this vault, you must look for the remote parking lot in the valley west of Whittaker Farmstead and south of the Samson Rock Crushing plant. Vault 19's general location is marked in this [map image](#). Check the lone counter in the middle of the parking lot and enter the vault via the small manhole there.

The vault is divided to two different factions each with their own leaders. You can start this quest by either taking to Philip Lem of the Blue faction or to Samuel Cooke in the Red faction. Each of them will have their own objectives but you can only choose to support one.

Supporting Samuel and his Red faction

Talk to Samuel to get the Red Sector keycard. Follow the quest marker until you reach the mezzanine area where there are some Fire Geckos lingering about. Find the hole on the ground and jump down to reach the Sulfur Cave. Sweep the entire cave and continue killing the geckos until your quest objectives are updated. Report to Samuel Cooke afterward. Cooke will then ask you to head to Red Rock Canyon and find Papa Khan. Locate the Great Khan Longhouse and speak with Papa Khan inside. After talking to him, report back again to Cooke to complete the quest.

Supporting the Blue side

Speak to Lem and agree to work for him to get the Blue Sector keycard which gives you access to almost all doors in the vault's blue sector. You need to blow up the sulfur deposits. To do this, you need at least 3 packs of C4 Explosives which are looted from enemies or purchased from certain shops (Freeside's Mick and Ralph's, NAFB munitions manager). Follow the marker to reach the Sulfur Cave. Once inside, follow the markers until you find the large crystal. With Explosives 60 and x3 C4, you can destroy the cave. Placing five units of C4 will destroy the entire vault and its inhabitants but don't do this as this will fail the quest. Report back to Lem. They will now surrender to the NCR but with Speech 40, you can convince them to join the Great Khans.

Miscellaneous Quests

ED-E My Love

This is a follower quest for ED-E and it must be in your party for this quest to be tackled and completed. ED-E will playback saved voice logs in its data bank after you've spoken with particular NPCs and mentioning specific keywords during the conversation.

Old Lady Gibson - Gibson Scrap Yard (Keyword: HELIOS One)
Ignacio Rivas - HELIOS One (Keyword: Archimedes)

Wait for at least two days and ED-E will transmit a new message from Lorenzo of the BoS. Head to the REPCONN Headquarters and make your way to the third floor. You should find the remains of the BoS patrol by the ceiling debris. Check the bodies and playback the holotape you'll find. This will mark the location of the BoS bunker in Hidden Valley, unless you've been there before. As soon as you discover Hidden Valley, a transmission from a Followers scientist will be played back by ED-E. Now you have two possible paths to complete this quest: lend ED-E to the Brotherhood or to the followers. The Brotherhood will upgrade ED-E's armor while the Followers will upgrade its laser. You must empty ED-E's storage as its contents will be cleared after it comes back from its upgrade. It will take 72 hours or three days for ED-E to become fully upgraded so once done, return to Primm and invite it again. Quest completes.

Lily and Leo

This is a companion quest for Lily. The trigger of this quest is when you hear a recording of children greeting their grandmother. To initiate this quest trigger, you must meet various conditions:

- Ask Lily about Leo. This conversation option is available during the normal companion dialogue.
- Witness her breakdown (when her HP goes below 50%) and talk to her about it
- Witness her taking her medicine and ask her about it
- You have slept or waited.

Once the quest starts, wait for the entire recording to finish then talk to Lily. Exhaust the conversation options to learn that she's only taking half the recommended amount of her medicine. From there on, you'll have three choices:

- Suggest that Lily take the complete dose of her medicine: This will prevent her from snapping but will become a little less combat efficient.
- Suggest that Lily continue to take half the dose of her medicine: Her breakdown will only activate if

her HP goes below 25%. She will also calm herself if the player goes into sneak mode.

- Suggest to completely stop taking the medicine: Lily will still suffer from breakdowns at 50% HP but will become more combat efficient.

These choices will effect the ending for Lily.

Nothing but a Hound Dog

After completing the quest G.I blues, you can ask the King about Rex and his condition. This sidequest must be completed if you want to have Rex as a companion. (He's the only other non-humanoid follower in the game, besides ED-E.)

Next, talk to Julie Farkas in the Old Mormon Fort and ask her about Rex. Report back to the King and tell him that Rex can be cured. You must bring Rex to the doctor in Jacobstown but since you can only have one non-humanoid follower at a time, you must dispatch ED-E if you have it in your party. Remember to take out all items it may be carrying then transfer it to Rex. Once you have Rex in your party, travel to Jacobstown. If you have unlock Vault 22 or Ranger Station Foxtrot from an earlier quest, just continue north of it and follow the main road until you reach a large former resort with friendly supermutants. Enter the Lodge and find him inside the infirmary to your right.

You'll learn that you need to find a brain replacement for Rex. There are 3 available sources you can check out but you can only choose one of them. Depending on where you get the brain, Rex will get a bonus enhancement. Brain from Old Lady Gibson's dog increases Rex's attack, the Fiend dogmaster canine increases Rex's movement speed while the one from Caesar's Legion will boost Rex's HP by 200. Just head to any of the three locations indicated in the map then report back to Dr. Henry. The easiest and most practical choice would be Old Lady Gibson. Proceed with the transplant to complete the quest.

For Auld Lang Syne

You need to have Arcade Gannon as your follower. Check the [Companions section](#) for more details on how to recruit him. To trigger this quest, you need to gain Arcade's trust by gaining enough "points" by doing things he approves of or to the benefit of the Followers. See the quick rundown below of various locations and actions that may increase his approval rating.

- Complete the quest *The White Wash* and convincing Anderson to turn himself in
- Complete the quest *The White Wash*, blame the Scorpion gang, and letting Anderson go
- Enter the Fort then quickly leave.
- Talking to Dr. Hildern in Camp McCarran
- Complete the quest [That Lucky Old Sun](#) and divert the power to Freeside
- Taking Arcade to the Crashed Vertibird and / or REPCONN HQ

In addition, you'll need to have completed some objectives in the main quests - depending on what faction you're in.

- NCR - After taking care of the Brotherhood, either by wiping them out or signing a treaty with them or after killing / disabling Mr. House
- Mr. House - After taking care of the brotherhood
- Independent - After inserting Yes Man to Mr. House's mainframe.

When the quest is ready to begin, Arcade will talk to you. You need to find 5 old members of the Enclave. It doesn't matter which order you should find them so just locate the ones most convenient to you. If you ever killed any of them for whatever reasons, it will be impossible to complete this quest. Take note that the responses you give to the recruited Remnants will affect Arcade's decision to join the battle in Hoover Dam or avoid the battle and join the Followers instead. If you want to have Arcade participate in the upcoming battle in Hoover Dam, you should tell the Remnants that they can't change who they really are. Otherwise, advise them to let go of the past instead.

Cannibal Johnson

This old man is located inside the cave east of New Vegas that's also his namesake. He'll be convinced

to easily, no matter what conversation option you choose. Speak to Arcade afterward.

Daisy Whitman

Located in Novac Motel. She's a veteran vertibird pilot on her good ol' days. She can be inside her room or in the balcony. Speak to Arcade after that.

Judah Kreger

Judah is an old geezer located in Westside. This is a small inhabited community found west of the walls of New Vegas. Notable nearby locations on finding it (for first timers) are:

- short walk northwest of Freeside's North Gate, past H&H Tools Factory
- southeast of Griffin Wares Sacked Caravan and/or Horowitz Farmstead
- North of Monte Carlo Suites
- Long walk northeast of Vault 22

After finding this small community, talk to the old man to convince him, then speak with Arcade once more to update the objectives.

Orion Moreno

He is located inside an unmarked house southeast of Gun Runners and near the NCR Sharecropper Farms. He hates the NCR but can be convinced to come otherwise.

Doctor Henry

The doctor is found in the super mutant city of Jacobstown. To convince him, you need to complete the quest [Guess Who I Saw Today](#).

After convincing the old Remnants to gather up for the reunion, you need to head to the Remnant's Bunker situated in the rocky terrain east of Jacobstown, a bit southeast of Silver Peak Mine. Look for a small cave that has a small trapdoor. To enter it, you need to use the passphrase collected from each member. ("Dear Old Friends, Remember Navarro").

Once inside, enter the command room and speak to Judah. From here on, you'll have to choose what side the Remnants will be fighting for. If you're working for the NCR, for Mr. House or Independently, tell them to fight for the NCR. Otherwise, advise them to fight for the Legion. There are of course, consequences on choosing the factions you want the Remnants to support.

- If you select to support the NCR in the battle, Orion will refuse. From there on, you need to convince him with Speech 80 or kill him without further repercussions. Don't forget to loot the keycard and his power armor when that happens. If you still haven't learned the Power Armor training by completing the quests for the Brotherhood of Steel, you may ask Daisy to train you to learn this perk. You'll also get a Power Armor as reward.
- If you decide to support the Legion, Johnson will leave and can't be convinced. He will also leave his Power Armor behind, giving you an extra set. Have Orion train you if you haven't learned the Power Armor Training perk yet. Take note that siding with the Legion will also make Arcade furious and leave your party permanently.

I Could Make You Care

This companion quest will be available if you have Veronica in your party. For her to trigger this, you need to bring her to various locations that will earn her "story points" and bring up topics that will make her give her own comment by talking to certain NPCs in those locations. See the list below for the locations and for the triggers. You only need to trigger three of the points listed below. Just choose the locations most convenient to you. She will then talk to you automatically and ask you to bring her back to the Hidden Bunker. You don't need to accept this offer as you can tell her to wait, then select the option to go with her in her companion wheel once you're ready.

Camp McCarran

- Simply enter the base

- Talk with Dr. Hildern and ask about OSI

Vault 3

- Before entering the vault

Casa Madrid Apartments

- Talk to Anderson about his water operation

Old Mormon Fort

- Talk to Julie Farkas

Silver Rush Gambling Hall

- Approach the stockpile of energy weapons inside the shop

Nellis Airforce Base

- After the tour to Pete's museum.

Cottonwood Cove

- Once you get near the vicinity of the town

REPCONN Test Site

- Talk to Jason Bright and ask about the Great Journey

Nelson

- Once you get near the vicinity of the town

Whether you accessed the bunker earlier and completed quests inside or gained access with Veronica's help is up to you. Head to the Bunker L2 and find your way to the command room where you can find Elder McNamara. Exit the room and Veronica will stop you. She will mention her father Elijah's research. Exit the bunker and follow the quest marker until you find Gibson's Shack by the comm tower near HELIOS One and Gibson Scrap Yard. Enter the shack and find the terminal inside. Activate it and download the research data. From there on, you'll can ask her about three advanced technological pieces but you can only choose only one.

Pulse Gun

This highly advanced weapon is located inside the Boomer's territory in Nellis Airforce Base. It will be very convenient if you have befriended the Boomers during the quest *Volare!* Or if you outright annihilated them. Once there, head to Pearl's Barracks near the hangar. You need to steal Colonel Blackwell's Key inside the filing cabinet there. Make sure that there's no one inside the room to avoid getting caught and have the stolen item confiscated. Head to Vault 34. Before heading there, make sure that you have a Space Suit or Radioactive Suit handy, as well as a good supply of Rad-X and Radaways. It's location will be disclosed if you triggered the quest *Hard Luck Blues* before.

Enter the cavern and fight through the Golden Geckos until you reach the vault entrance. Once inside the vault, explore the area until you find a submerged corridor near the clinic and Overseer's office doors. Dive down and follow the corridors until you find a debris-filled room. Check the technician's body under the desk to obtain the Vault 34 Utility Terminal Password.

Explore the area again until you reach the Utility room. Use the password to boot up the terminal and activate the Pump Station. Once the water is drained, check the previously submerged corridor to the north of this room. From there on, you can tread this corridor that leads to another room. Loot the technician's body for the Security Terminal Password. Head to Security Station A and enter the Armory. Fight through the ghoul infested corridors until you reach a large office. Examine the VERY HARD terminal and use the password to operate it. (or use Science 100 to manually hack it) Once operational, select the option to disengage the lock to the Overseer's office.

Backtrack to the 1st floor and make your way to the Overseer's Office. Kill him and loot the body for the password for his terminal. Examine the terminal in his office and check the logs to update the quest objectives. You can also open the Armory door here as well that leads to a stockpile of weapons. Inside the Armory is a gun case where you can use the key to acquire the pulse gun. This weapon is practically useless against any enemy except for those that wear power armor. Report back to the elder.

Rangefinder

Note: If you have completed the quest [That Lucky Old Sun](#) and the power was not diverted to Archimedes II, you won't be able to complete this objective.

To find *Euclid's C-Finder*, you can follow the straightforward quest objectives as it leads you from clue to clue or just find the black kid named Max in Freeside as he possesses the rangefinder. You can buy the caps for 1000 caps or you can get it for 20 via Barter 45. You can also take it from him while he is asleep, pickpocket it from him or via Child at Heart perk. Deliver the finder to the Elder.

Note: You can use Euclid's C-Finder to call in laser strikes once every 24 hours if you activated the ARCHIMEDES II weapon system during the quest *That Lucky Old Sun*.

Farming Technology

Note: If you completed the quest *There Stands the Grass*, found Keeley and let her to delete the data, this objective can't be completed. Follow the walkthrough for the quest and convince Keeley not to delete the research data you've acquired from Vault 22's mainframe computer.

Out of the three, the Pulse Gun should be your only option if you have completed two quests mentioned above. Though Vault 34 is tied to another quest, the objective to get the Pulse Gun will still be available even if you happen to complete it.

After bringing the technology to the Elder, he and Veronica will engage in a heated argument. Leave the room and Veronica will catch up with you. From there on, you'll have to choose to decide for her or have her decide on her own (which will make her stay in the Bunker) She'll head outside so follow her and a squad of heavily armed BoS paladins will confront you.

If Veronica decided to leave the Brotherhood, you can tell the paladins the case and they'll let her leave. However, Veronica will be vanished forever. If Veronica decides to stay, you need to permanently resolve this situation with Speech 95 otherwise you'll have to duke it out with them. Make sure to let them fire the first shot or attacking them first and killing them will fail the quest and will make Veronica leave your party permanently. Having the [Terrifying Presence](#) perk will also make the paladins leave without further ado but this is only temporary as they'll confront you again on your next visit, without quest resolution.

After resolving the situation with the paladins outside, you'll need to talk to Veronica to complete the quest. Depending whether she left the Brotherhood or stayed as a member, you'll find her in different locations and unlock different perks for her.

Veronica remains as a scribe for the Brotherhood, talk to her to complete the quest and she'll have the [Bonds of Steel](#) perk. You can still recruit her if you want. If she decides to leave, head to the Followers Outpost in the trainyard northwest of the 188 Trading Post where you recruited Veronica. Talk to Doctor Alvarez and ask her about Veronica's intention to join the Followers. She'll ask you to talk to Dr. Schiller who is out for the day. Wait for 24 hours until you find the whole place turned upside down by the paladins who confronted you earlier. You don't have any choice but to destroy the rogue paladins. Do not worry as killing them all at this point won't have any negative effects with the Brotherhood or to Veronica. Talk to Veronica again to complete the quest and for her to learn the [Causeless Rebel](#) perk.

Heartache by the Number

This quest becomes available by talking to Cass in the Mojave Desert Outpost pub. To proceed, you need to do some jobs in the Crimson Caravan compound, east of New Vegas. Talk to Alice McLafferty in the main office and she'll give you the quest [You Can Depend on Me](#). As part of the aforementioned quest, you'll need to convince Cass to sell Cassidy Caravans. There are several ways to make her do this:

- Barter 50, hand over 750 caps
- Barter 75, Challenge her to a drinking contest. (12 Whiskeys required)
- Speech 50, Complete the quest [Can You Find it in Your Heart](#), given by Ranger Jackson or Kill Jackson instead.
- Speech 75, just convince her outright.

After getting Cass to sell her family caravan, she can now be recruited as a companion. Once you have her in the party, she'll ask you to visit the remains of her caravan. What's left of the caravan is located along the main road east of New Vegas. Just follow the marker to find it. Loot what's left with the caravan and Cass will ask you to look for another caravan remains.

You'll be point far to the northwest. The Griffin Wares sacked caravan is a marked location along the road, southwest of the Horowitz Farmstead or northwest of Westside's West Gate. Once there, let Cass do the observing and while you loot the bodies and ash piles.

You'll need to check another caravan remains. Follow the quest marker and you'll find the caravan and some thug corpses by a bridge between the East Pump Station and New Vegas Medical Clinic. After investigating the remains and looting the bodies, Cass will land in a conclusion. It's time to exact justice and you'll have two ways of resolving it.

Note: If you killed Ranger Jackson in Mojave Desert Outpost, you won't be able to proceed with the diplomatic solution.

The old fashioned way - vigilante justice

Head to the Crimson Caravan compound and kill Alice. Take note that Alice is tied to two quests so you may need to finish them both if you want to maximize the experience points and rewards. After taking care of Alice, head to inner Freeside and go to the Silver Rush. You don't need to deposit your weapons since you're planning on wrecking havoc inside anyway. Kill the guard outside (Simon is tied to the quest [Birds of a Feather](#), which also has an objective that requires you to kill or have Cass killed) and kill everybody inside.

Another considerable option is for you to accept the Birds of a Feather quest, and while guarding the door, let the fourth "customer" in without inspecting him. He is actually a suicide bomber that will kill everybody inside, which will also fail the latter quest and help you with this current quest. Once both targets are disposed, you'll complete the quest and Cass will get the [Hands of Vengeance](#) perk.

Diplomatic solution

You need to find the evidence to support Cass' discovery. For that, you need to sneak in the Crimson Company and Silver Rush buildings and recover some documents. The first one is beside Alice McLafferty's desk, inside an Average-locked safe. You can wait until night when the office is empty so you can lockpick without any worries. After recovering the note, show it to Cass.

Next, head to the Silver Rush. Have Cass wait outside, considering that one NPC inside has ordered to kill her. Recovering the note is a bit tricky as the safe containing the note is HARD locked which can only be opened by a HARD encoded terminal. What's more is that the door leading to the safe is also HARD locked. If your lockpicking skills are way below 75 even with chems and skill magazines, you may want to raise a few levels and invest skill points there. Once you've obtained the note, show it Cass. She'll then suggest to have the evidences delivered to Ranger Jackson in the Mojave Desert Outpost. After delivering the notes to Jackson, speak to Cass to complete the quest. Cass also earns the [Calm Heart](#) perk.

I Forgot to Remember to Forget

This is Boone's companion quest. Similar to the other companion quests listed above, you need to accumulate "points" by certain actions while Boone is in the party. You also need to exhaust all conversation options with Boone and Manny Vargas regarding Bitter Springs. Below are the list actions that will give points. Boone needs 5 points to trigger the quest.

- Killing the Legion prisoner Silus inside Camp McCarran (+1)
- Killing Captain Curtis after catching him in the act during the quest [I Put a Spell on You](#) (+1)
- Disarming the monorail bomb during the quest [I Put a Spell on You](#) (+1)
- Kill Caesar (+2)
- Save and release all Powder Ganger hostages during the quest *Booted*. (+2)
- Kill Vulpes Inculca (+1)
- Save all the crucified NCR hostages in the quest [Back in your own Backyard](#) (+2)

- Kill all the crucified NCR hostages in the quest [Back in your own Backyard](#) (+1)
- Wipe out all Legion forces in Cottonwood Cover (+2)

Note: In Bitter Springs, make sure you complete all the quests there (*No, Not Much*, *Bitter Springs Infirmary Blues* and *Climb Ev'ry Mountain*) since a part of quest will involve Legion forces attacking the small refugee camp. There's a chance that the quest-giver NPCs (*Lieutenant Markland* or *Captain Gilles*) may be killed during this attack, rendering the mentioned quests unavailable.

Boone will ask you to go to Bitter Springs. Head there and he'll ask you to go to the Coyote Tail Ridge. A large Legion force will attack the camp later on so if you have mines, it will be very helpful to place them around the camp. Head to the ridge and spend the night. The next morning, three waves of Legion forces will attack. After repelling the assault, talk to Boone again and depending on your answer, his armor will be upgraded to either the 1st Recon Survival Armor or 1st Recon Assault Armor.

Old School Ghoul

To trigger this companion quest for Raul, you must have at least neutral or good reputation with the NCR. First, head to Novac and speak with the retired and crippled Ranger Andy. Leave the house and let Raul comment about the ranger's condition.

Next, find Corporal Sterling in either Camp McCarran or Camp Forlorn Hope. The location of the corporal will depend whether you killed all the bounty target fiends in the quest [Three-Card Bounty](#). Turning in the heads of the target fiends to Major Dhatri during the quest will reassign Sterling's squad to Camp Forlorn Hope. You'll find him in Camp McCarran otherwise. Just talk to Sterling and wait for Raul to comment about the encounter.

Next, head to Nellis Airforce Base and talk to Loyal. He is found either in the hangar (where the retrieved bomber in the quest [Volare!](#) is stored) or his house just outside the hangar. Just talk to him like what you did with the others for Raul to initiate his own conversation.

Take note that the depending on the reply you give him during this conversation, Raul will earn a different set of perk and costume. If you convince him to relive his gun slinging ways, he'll get the [Old Vaquero](#) perk and the Vaquero outfit. He'll also continue to provide the [Regular Maintenance](#) perk. If you're able to urge him otherwise, his Regular Maintenance Perk will be upgraded to [Full Maintenance](#) and he'll get the Armored Petro-Chico outfit.

Companions/ Followers

Arcade Gannon

- Located in Old Mormon Fort, Freeside
- Will not join if player is aligned with the Legion or if they're wearing Legion armor.
- Provides the player with perk [Better Healing](#) which increases the health gained from any source by 20%.
- Arcade will permanently leave if the player forces him to leave as part of a conversation option (parting ways via companion wheel is okay), siding with the Legion for the attack on Hoover Dam, convincing the Remants to support the Legion or activating Archimedes I.
- Companion quest: [For Auld Lang Syne](#)

To recruit Arcade, you must do any of the following:

- Completing the side quest [High Times](#). Talk to Arcade and exhaust all conversation options until the option to offer him to join appears.
- Speech 75
- Confirmed Bachelor perk
- Intelligence 3 below

Cass (Rose of Sharon Cassidy)

- Recruit by completing the quest [Heartache by the Number](#). Part of this quest is [You Can Depend on Me](#) where you need to convince her to sell her caravan. She hangs out in the bar of Mojave Desert Outpost
- Provides the perk [Whiskey Rose](#). Can also get the perks [Calm Heart](#) or [Hands of Vengeance](#) depending if her companion quest has been ended peacefully or violently.
- Cass will leave the player permanently if his/her karma level plunges too low.
- As part of the quest [Birds of a Feather](#), Cass may be killed by the player or get lured to the Silver Rush to be killed.

Craig Boone

- Located in Novac, during evenings
- Can only be recruited after completing the quest [One for My Baby](#)
- Has innate hostility against Caesar's Legion NPCs and will fire at them at first sight. Avoid bringing him in Legion camps if you're trying to maintain a reputation with them.
- Provides the [Spotter](#) perk which highlights targets even from a distance, making it easier to find them against the backdrop.
- You cannot speak to him if your reputation with NCR is low or your rep with the Legion is high
- Boone will permanently leave and can't be recruited again if your NCR rep dips lower than neutral or your Legion rep goes higher than neutral
- Companion sidequest: [I Forgot to Remember to Forget](#)

ED-E

- Located in Primm, inside the Mojave Express Branch owned by the Nash family
- Very first follower the courier will get
- One of the two non-humanoid companions in the game
- Provides the perk called [Enhanced Sensors](#).
- Companion quest: [ED-E My Love](#)

For ED-E to join your party, you need to repair it first. There are three methods of repairing it.

- Repair 65
- Repair 35, Science 55
- Repair with parts: x3 Scrap metals, x2 Sensor Modules and 1 Scrap Electronics.

The sensor modules and scrap electronics can be easily found inside Lone Wolf Radio, an abandoned trailer filled with radio equipment. It can be found northwest of Primm, uphill near the mountainside. Scrap metals are common junk so you shouldn't have problems collecting enough.

Lily Bowen

- Located in the super-mutant settlement of Jacobstown
- Lily will "snap" when her health goes below 50% and will remain aggressive until it subsides over time. You won't be able to issue commands or even interact with her while she's in this condition.
- Provides the perk, [Stealth Girl](#)
- Can be recruited by completing the sidequest: [Guess Who I Saw Today](#)
- Companion quest: [Lily and Leo](#)

Raul Tejada

- Found inside the Prison Building in the peak of Black Mountain. To open the door, you need Science 100 to hack the terminal or simply check the logs on the other terminal in the same room to obtain the password. (See details for the quest [Crazy, Crazy, Crazy](#))
- Raul can repair gears and weapons to 100%, making him a very notable NPC for characters with low

repair skill levels. You can find him in his shack near the road leading to the Nellis Airforce Base.

- Provides the perks [Old Vaquero](#) or [Full Maintenance](#). (See [Old School Ghoul](#) quest)

Rex

- This cybernetic dog is the other non-humanoid companion you can recruit in the game. Get him to join you by completing the quest [Nothing but a Hound Dog](#).
- Provides the perk [Search and Mark](#).
- Rex has a natural hatred for hats and will also chase rats on sight.

Veronica Santangelo

- Can be immediately recruited by talking to her in 188 Trading Post
- Provides the perk [Scribe Assistant](#). Can also get the perks [Causeless Rebel](#) or [Bonds of Steel](#) depending on how her companion quest ends (for more details, refer to [I Could Make You Care](#))
- Having Veronica with you will allow you to enter the Brotherhood of Steel's base in Hidden Valley easily.
- Destroying the BoS bunker as part of the objectives for the main quest lines of Mr. House or Caesar's Legion may cause Veronica to leave.

Unique Weapons List

Here you'll find the list of all weapons in the game, including their general location. Unique weapons are worth collecting since they have improved stats compared to their standard versions and you can add mods to them that are applicable to their weapon type.

Abilene Kid LE BB Gun

Type: BB Gun

Location: Field's Shack or Jimmy's Well

Field's Shack is located along the main road leading to the Nellis Airforce Base. Jimmy's Well will only appear if you have the Wild Wasteland trait and if you have Rex in your party. Check the well to find the weapon.

AER14 Prototype

Type: Laser Rifle

Location: Common area of Vault 22. To reach it, take the elevator to 5th floor (Pest Control). After disembarking from the elevator, take the first right and enter the door to the Common Areas. Go upstairs and you'll find it on the floor beside a skeleton.

Alien Blaster

Type: Energy pistol

Location: Mercenary camp east of Brooks Tumbleweed Ranch. This location is near the northeast corner of the entire map. Take note that this weapon is only available for players with the Wild Wasteland trait. Head to the location and look for a hovering mothership. Just beneath that are some alien explorers. Just kill them all and loot the weapon from the alien captain's body. Players without this trait will get the YCS/186 Gauss Rifle instead.

All-American

Type: Marksman Carbine

Location: Armory, Vault 34. To unlock the armory, you need to access the terminal in the Overseer's office and disengage the locks remotely.

Annabelle

Type: Missile launcher

Location: This is carried by a nightkin sniper positioned in the radio tower at the peak of Black Mountain.

Big Boomer

Type: Sawed-off shotgun

This weapon is owned by Old Lady Gibson from her scrap yard near Novac. You don't have any choice but to

kill her or shoot the weapon out of her hand when she's hostile towards you. Remember that she's tied with other quests so you may need to complete them first before blowing her head off.

Blade of the East

Type: Bumper Sword

Location: This is the weapon carried by Legate Lanius in the final battle. Though potentially damaging, it is useless since you can only use it for a few minutes since killing Lanius will end the battle and the game will bring you to the ending scenes directly.

Chance's Knife

Type: Combat Knife

Found in an unmarked grave beside the cliff to the south of the Tribal Village. One of the safest route would be heading north of Goodsprings gas station then west. A shovel is needed to dig up the loot.

Chopper

Type: Cleaver

Location: Inside Wolfhorn Ranch by the stove.

Cram Opener

Type: Bladed Gauntlet

Location: Little Buster in Camp McCarran carries this weapon. If you have completed the quest [Three-Card Bounty](#), then Buster's corpse can be found in Freeside. Enter it via the North Gate then follow the railroad tracks until you locate his body.

CZ57 Avenger

Type: Minigun

Location: Trailer, Devil's Throat

Devil's Throat is a radioactive pit east of Ranger Station Bravo. Kill all the centaurs first before going down and retrieving the weapon inside the trailer. You may also need to consume Rad-X as the radiation can be deadly for those with low rad resistance.

Dinner Bell

Type: Hunting Shotgun

Complete the quest [Bleed Me Dry](#) and this is one of the items that will be given to you as reward.

Euclid's C-Finder

Type: Rangefinder

This "weapon" will allow the player to call in orbital laser strikes on the intended target once per day. However, this ability will only become available if the player diverts the power generated in HELIOS One to the Archimedes II system during the quest [That Lucky Old Sun](#). To find the C-Finder, you need to look for a kid named Max in Freeside. He is usually outside near Mick and Ralph's, chasing a girl during the day. You can pay 1000 caps or just 20 if you have Barter 45. You can also steal it from him at night while he is fast asleep.

Figaro

Type: Straight Razor

Locate: This is carried by Sergio in King's School of Impersonation in Freeside. You can kill him or steal it from him.

Gobi Campaign Scout Rifle

Type: Sniper Rifle

Location: Sniper's Nest

It is inside the [VERY HARD] locked footlocker just up the hill west of Cottonwood Cove.

Golden Gloves

Type: Boxing Gloves

Found in the VIP Lounge of the Lucky 38 Casino. Its to your left if you came from outside or to your right if you disembarked from the elevator. Look for a bookshelf containing the gloves on the top shelf.

Holy Frag Grenade

Type: Frag Grenade

Location: Found in the basement of the ruined church in eastern side of Camp Searlight. You'll find three grenades only if you have the Wild Wasteland trait. Otherwise, you'll find two mini-nukes instead. Take note that these grenades are very powerful and cover a large area so use them carefully.

Knock-Knock

Type: Fireaxe

Location: Found inside Camp Searchlight's Fire Station. The fire station requires a key that can only be acquired from the prospector named Logan. He's part of the quest [Wheel of Fortune](#). Head upstairs of the fire station then search the bathroom stalls. It's in the stall with a skeleton.

La Longue Carabine

Type: Cowboy Repeater

Location: Camp McCarran or Camp Forlorn Hope

This weapon is owned by Corporal Sterling. His and his squad's location will depend whether you killed the bounty fiends as requested by Major Dhatri. You can only obtain this weapon by killing him. You may want to use a sneaky method to without arising attention from nearby NCR NPCs. Sneak criticals and Mister Sandman perk may help in getting it. Take note that Sterling is part of the quests [Old School Ghoul](#) and [I Don't Hurt Anymore](#) so you may want to complete those quests first before taking his life and his beloved weapon.

Liberator

Type: Machete

Location: It is carried by the legion centurion named Dead Sea found inside one of the intact houses in Nelson. You can steal it from him, loot it from his dead body or after completing the quest [We Are Legion](#).

Love and Hate

Type: Spiked Knuckles

Location: Kill the Viper Gang members in Bonnie Springs, an abandoned settlement west of Vault 19 or southwest of Samson Rock Crushing Plant. Loot this weapon from the body of the gang leader.

Lucky

Type: .357 revolver

Location: Bison Steve Hotel, Primm

Found inside a [HARD] locked floor safe in the hotel's gift shop, behind the counter.

Maria

Type: 9mm pistol

Location: The Tops Casino

This weapon is held by Benny himself. You can pickpocket it from him or kill him and loot it from his body.

Mercy

Type: 40mm Grenade Machinegun

Location: Found deep in the Deathclaw infested Dead Wind Cavern. The weapon is beside the corpse of a BoS soldier. Be careful as well since the cavern also contains the Legendary Deathclaw, the most powerful enemy in the game.

Mysterious Magnum

Type: .44 magnum

Location: Sunset Sarsaparilla billboard along the highway, east of El Dorado Dry Lake

This weapon is kept by the Lonesome Drifter, one of the NPCs that you need to hire for the quest [Talent Pool](#). You can get this weapon with a Barter 50 dialogue option during the aforementioned quest, pickpocketing it from him, killing him and looting the weapon from his body.

Nephi's Golf Driver

Type: Golf Club/ 9-Iron

Location: Kill Driver Nephi, a bounty fiend that's part of the quest [Three-Card Bounty](#) and loot this from his body.

Oh, Baby!

Type: Super Sledge

Location: You must start the quest [Guess Who I Saw Today](#) then explore Charleston Cave, north of Jacobstown as part of the quest. Look for the weapon beside the dead nightkin with the chewed stealth boy (quest objective).

Paladin Toaster

Type: Zap Glove

This very small cave is located northeast of the Scorpion Gulch and northwest of HELIOS One. Search the body of the dead prospector inside to get the weapon.

Pewpew

Type: Laser Pistol

Location: Prize vault, Sunset Sarsaparilla Headquarters

Collect 50 Sunset Sarsaparilla Star Bottle Caps and surrender it to the robot named Festus. (See [The Legend of the Star/ A Valuable Lesson](#) for more details) Find the entrance to the vault from the upper floor.

Pulse Gun

Type: EMP weapon

Located inside the Armory in Vault 34. You can lockpick the [VERY HARD] chest or open it with the key that can be found in Mother Pearl's house in Nellis Airforce Base.

Pushy

Type: Displacer Glove

Explore Ruby Hill Mine, a location along the main road leading to Jacobstown. The weapon is inside a Jackal gang corpse.

Q-35 Matter Modulator

Type: Plasma Rifle

Location: REPCONN Headquarters, behind the [VERY HARD] locked metal door on the first floor. You can also attempt to hack the [VERY HARD] terminal nearby. Alternately, you can take a roundabout path to reach the weapon.

First, you need to find the key card upstairs of the planetarium on the first floor. Then, enter the room to the right where there are four fiend corpses lying about. Go to the second floor and find the stairs to the third floor. On the third floor, you need to find the executive key card to avoid sounding the alarm, turning all roaming Mr. Handy robots hostile. There is one Mr. Handy that will confront you and ask you for a password. This can be bypassed with LCK7 or INT 2. Near the main office on this floor is a collapsed roof with two dead BoS paladins pinned down. Nearby is a skeleton with a briefcase containing pre-war money and the key card. Finally, go back to the second floor and find the other door that leads back to the first floor entrance. Just below the collapsed floor is the stasis pod containing the weapon itself. You can activate the terminal in this room to open the metal door leading outside.

Ratslayer

Type: Varmint Rifle

Location: Explore the Broc Flower Cave until you find a large chamber full of radioactive drums. On the upper level is an abandoned camp. The weapon is located on top of the desk.

Ranger Sequioa

Type: Hunting Revolver

Location: House Resort, Camp Golf

You can pickpocket this from Chief Hanlon or just wait for him to commit suicide as part of the quest [Return to Sender](#). Check the quest for details.

Recompense of the Fallen

Type: Dog Tag Fist

This weapon is inside the desk in Aurelius Phoenix's office in Cottonwood Cove.

Tesla-Beaton Prototype

Type: Tesla Cannon

Location: Found in the remains of the Crashed Vertibird, a marked location west of Searchlight Airport or south of Matthews Animal Husbandry Farm. Beware that there are several heavily armed robots surrounding the crash site so you may want to use your pulse weapons here to get rid of them quickly.

That Gun

Type: ??? pistol

Location: Dino Bite Gift Shop, Novac

You can buy it from Cliff Briscoe or just steal it from the shop's storage room.

The Humble Cudgel

Type: Tire-iron

Location: Can be found inside Blind Luke's (dead prospector) body in the Sealed Sewers in the Central Sewers. Access it by entering the manhole just outside of Camp McCarran, near the gate. (The Central sewers are also connected to the North Sewers which is accessible via manhole just outside Freeside's North Gate.) Once down in the tunnel, head west then take the room to the south on the first junction. Kill the fiends there then go upstairs to reach the Sealed Sewers.

This Machine

Type: .308 caliber rifle

Location: Camp McCarran

Start the unmarked quest by talking to Sgt. Contreras or Lt. Boyd. You can get this weapon in several ways:

- Complete the tasks in Contreras' favor. You'll get the weapon as reward
- Turn in Contreras to Boyd and she'll give you the weapon as reward.
- Hack Contreras' [AVERAGE] terminal, read the manifest, then report to Lt. Boyd.

Thump-thump

Type: Grenade Rifle

Location: Found in the Nerris Array generators. It can be obtained during the quest [Ants Misbehavin](#). The weapon is lying by the skeleton next to the two broken generators at ground level.

Vance's 9mm Submachine Gun

Type: 9mm SMG

Location: Win's Hideout, West side

First, talk to Primm Slim in Primm and inform him about the missing weapon. Select the Science 50 dialogue option to reveal the weapon's whereabouts. Next, you need to find the unmarked hideout. The hideout is actually a rundown shack west of H&H Tools Factory. There's a pile of tires on the front door so you can use that as a landmark to identify the place. You still need to open the [VERY HARD] safe inside or convince the Wins to give the weapon to you via Speech 55.

YCS/186

Type: Gauss Rifle

Location: Mercenary camp east of Brooks Tumbleweed Ranch. This location is near the northeast corner of the entire map. A mercenary should be carrying this around with him. Take note that this weapon is only available for players that doesn't have the Wild Wasteland trait. Otherwise, you'll find some aliens and get an Alien Blaster instead.

Achievements/ Trophies

| | | |
|------------------|------------------------------------|-----|
| Platinum | Collect all other 50 Trophies | |
| Hardcore | Complete the game in hardcore mode | |
| Caravan Master | Won 30 games of Caravan. | 30G |
| For the Republic | Complete For the Republic | 30G |

| | | |
|--------------------------------|---|-----|
| Globe Trotter | Find all Snow Globes . | 25G |
| Master of the Mojave | Discover all 125 locations . | 25G |
| Render Unto Caesar | Complete Render Unto Caesar | 30G |
| Ring-a-Ding-Ding | Complete Ring-a-Ding-Ding | 25G |
| The Boss | Reach level 30 | 30G |
| The Courier Who Broke the Bank | Get banned from all the Strip's casinos . | 30G |
| The House Always Wins | Complete The House Always Wins | 30G |
| The Whole Gang's Here | Recruited all Companions | 25G |
| They Went That-a-Way | Complete They Went That-a-Way | 25G |
| Up and Comer | Reach LV20 | 20G |
| Wild Card | Complete Wild Card | 30G |
| Ain't That a Kick in the Head | Complete Ain't That A Kick In the Head | 10G |
| All or Nothing | Complete All or Nothing | 15G |
| Arizona Killer | Complete Arizona Killer | 20G |
| Artful Pocketer | Pick 50 pockets | 15G |
| Blast Mastery | Deal 10,000 worth of damage using Energy Weapons | 15G |
| Come Fly With Me | Complete Come Fly with Me | 20G |
| Crafty | Craft 20 items | 15G |
| Desert Survivalist | Recovered 10,000 worth of damage by consuming food | 15G |
| Double Down | Played 10 hands of Blackjack. | 10G |
| Eureka! | Complete Eureka! | 15G |
| G.I. Blues | Complete G.I. Blues | 20G |
| Hack the Mojave | Hack 25 terminals | 15G |
| Jury Rigger | Repair 30 items | 15G |
| Know When to Fold Them | Win 3 Caravan games | 10G |
| Lead Dealer | Deal 10,000 damage using guns | 15G |
| Little Wheel | Played 10 spins of Roulette | 10G |
| Love the Bomb | Deal 10,000 damage using explosives | 15G |
| Mod Machine | Install 20 weapon mods | 15G |
| New Kid | Reach level 10 | 10G |
| New Vegas Samurai | Deal 10,000 damage using melee weapons | 15G |
| No Gods, No Masters | Complete No Gods, No Masters | 15G |
| No Tumbler Fumbler | Pick 25 locks | 15G |
| Ol' Buddy Ol' Pal | Recruit any companion | 10G |
| Old-Tyme Brawler | Deal 10,000 damage using unarmed weapons | 15G |
| One Armed Bandit | Play 10 spins of Slots | 10G |
| Outstanding Orator | Pass 50 speech checks | 15G |

| | | |
|--------------------------------|---|-----|
| Render Unto Caesar | Complete Render Unto Caesar | 30G |
| Return to Sender | Complete Return to Sender | 20G |
| Stim-ply Amazing | Heal 10,000 worth of damage using stimpacks | 15G |
| Talent Pool | Complete Talent Pool | 20G |
| That Lucky Old Sun | Complete That Lucky Old Sun | 20G |
| The Legend of the Star | Complete The Legend of the Star | 20G |
| Veni, Vidi, Vici | Complete Veni, Vidi, Vici | 15G |
| Volare! | Complete Volare! | 20G |
| Walker of the Mojave | Discover 50 locations | 10G |
| You Run Barter Town | Sell 10,000 caps worth of items/ goods | 15G |
| You'll Know It When It Happens | Complete You'll Know It When It Happens | 20G |

Achievement / Trophy Guide

This section will help you complete some of the achievements / trophies in the game, excluding the self-explanatory ones, of course.

Snow Globe Locations

1. Goodsprings Cemetery

This one's not hard to miss. When checking out the Goodsprings Cemetery, look for a dug up grave near the water tank

2. Hoover Dam

The snow globe is located in the lobby, beside the terminal in the Visitor's Center.

3. Mt. Charleston

Found in the lobby of the main building in the super-mutant settlement of Jacobstown, beside the terminal.

4. Old Mormon Fort

You can easily find this Followers of the Apocalypse settlement by entering Freeside through the north gate. It's a few walks away from the gate. Enter the fort and enter the small tower to your right (SW) then go upstairs. You'll find the globe on top of the shelf in the southeast corner.

5. The Strip

To find this snow globe, you must head to Vault 21 in the Strip. Enter the lobby and continue downstairs to the hotel area. Continue going downstairs south until you reach a large hall. Turn to your left (east) then enter the corridor there. Continue straight ahead until the hallway turns to the right. Check Sara's locked bedroom to the immediate left and grab the snow globe on the table between the two beds.

6. Test Site

This snow globe is located in the Lucky 38 Casino. Go up and meet up with Mr. House to accept his tasks. Talk to Victor again to gain access to the Presidential Suite and the Cocktail Lounge. Go to the Cocktail Lounge and walk to your right while checking the shelves beside you. You should find the snow globe behind the cash register and a pile of trays.

7. Nellis Airforce Base

You can find the snow globe in the Nellis Boomer Museum. To find the museum, go behind the large

hangar beside the control tower. Near the fences to the north, you should find some barracks. Check out the one to the northwest, near the crane. Enter the museum and you should immediately find the snow globe on the table to your right.

Master of the Mojave

This is easily achieved by unlocking the Explorer perk once your character reached level 20. Take note that getting the perk won't instantly get you the achievement/ trophy; you still need to visit the marked locations and register them to your PIP-BOY

The Courier Who Broke the Bank

To unlock this achievement, you need to get banned from the following casinos: The Tops, Ultra-Luxe and Gomorrah. To get banned, you need to reach the maximum allowed earnings for each casino. Gomorrah has a 9,000 cap limit, The Tops has 10,000 and Ultra-Luxe as 15,000.

Having high luck will increase your chances of winning. As a general rule, you must bet high to earn high. Make sure to save every now and then to keep your winnings and at the same time, set the amount you're willing to lose before you'll reload.

Mod shops

The following NPCs sell weapon modification upgrades:

1. Great Khan Armorer in Red Rock Canyon. (Guns only)
2. Blake of Crimson Caravan (Energy weapons and guns)
3. Vendortron of Gun Runners (all)
4. Gloria Van Graff of Silver Rush (energy weapons only)
5. Dale Barton of The Fort (Energy weapons and guns)
6. Chet of Goodsprings (guns only)
7. Michelle of 188 Trading Post (guns only)
8. Knight Torres of Hidden Valley (explosives and guns)
9. Old Lady Gibson of Gibson Scrap Yard (energy weapons only)
10. Cliff Briscoe of Novac (energy weapons and guns)

Skill Book Locations

Skill books permanently add 3 points to your skills (4 if you have the comprehension perk) and since they're limited in numbers, they are sought after by players that want to maximize their characters. Refer to this [online map](#) to help you find some of the locations.

Tales of a Junktown Jerky Vendor (Barter)

- Vault 22 - Found in Pest Control level. From the elevator, head north then go upstairs to find a small lab. The book should be on top of the table near some vials
- Allied Technologies Offices - From the entrance check the office to the left (west) and look for a Nuka-Cola machine to the southwest. The book should be on the floor in front of it.
- Cap Counterfeiting Shack - Enter the cellar and look for the bed. The book should be on the top of the suitcase by the bed.
- Primm - Behind the counter of Bison Steve Hotel's gift shop.

Nikola Tesla and You (Energy Weapons)

- REPCONN HQ - On the second floor, turn left and enter the first door. The book is on the desk with a powered up terminal
- REPCONN HQ - On top of the safe in the 1st floor, behind the VERY HARD blast door. If your science or lockpick levels are high enough, you can open this manually. You can also drop down from the hole on the second floor.
- Hidden Valley - In Bunker L1, head west of the corridor junction and find Schuler's office. The book is in the white plastic bin by the desk
- Old Nuclear Test Site - Enter the irradiated shack and find it on a small table across the door.

Duck and Cover (Explosives)

- Nellis Air Force Base - Check the corner of the Mother Pearl's Barracks, among the books in the bookcase.
- Sloan - Enter the small barracks next to the trailer. It is inside the left locker shelf, near the bunk beds
- Mojave Desert Outpost - Inside the barracks/ bar, on the bottom shelf in the middle, below the counter. This must be stolen.
- Ranger Station Foxtrot - On the table next to Comm Officer Lenk

Guns and Bullets (Guns)

- Gomorrah - In the Zoara Club, check the bookshelf in the left wall of Big Sal's office.
- Raul's Shack - In the small crate on the floor, left of the entrance
- Vault 34 - Head to the Armory Common room, find it on the small metal table between the sofas, near the pool table
- Nevada Highway Patrol Station - On top of the desk without a terminal, near the door leading to the cells

Tumblers Today (Lockpick)

- Silver Peak Mine - Enter the shack and look for the open locker to the right of the door. It is found on the ground behind two small tables
- Bitter Springs Recreation Area - Enter the office shack to the west, then check the smaller room to the left of the entrance. The book is on the desk in that office.
- The Prospector's Den - On the floor in the far-right corner of the second room
- Wolfhorn Ranch - Under the fridge inside the farmhouse

D.C. Journal of Internal Medicine (Medicine)

- Followers Safehouse - In the second room, check the shelf by the bed on the right
- Mesquite Mountains Crater - Inside Hell's Motel, on the table with the repair kit and radio to the right of the entrance.
- HELIOS One - In the same room upstairs with the east terminal password holotape. This is the room full of holes where you need to traverse wooden planks to reach it. Its on the bed.
- Novac - In the middle of the bed inside Ranger Andy's room

Grogna the Barbarian (Melee Weapons)

- Jacobstown - Inside the bungalow near the pond to the east. The book is lying next to the oven
- Cannibal Johnson's Cave - On the mattress near the radio, by the camp fire. (Must be stolen)
- Hidden Supply Cave - Found in one of the large metal crates inside the cave
- Cottonwood Cove - Inside the second floor of the headquarters, on the shelf by the bed.

Dean's Electronics (Repair)

- Nellis Air Force Base - Inside Loyal's workshop, on the metal counter next to the computer
- Sloan - Inside the barracks, on the shelf above the bed in the corner
- Southern Nevada Wind Farm - Inside the shack, on the table
- Abandoned Brotherhood of Steel Bunker - On the sill across the reloading bench.

Big Book of Science (Science)

- Brewer's Beer Bootlegging - In the basement of the shack, on the table with the vials
- Nipton Hall - On the desk of Mayor Joseph Steyn's office on the top floor of the town hall
- Camp Forlorn Hope - Must be stolen in the Command Center, in the far right corner on the desk
- REPCONN Headquarters - On the shelf inside the Gift Shop store room, near the rocket souvenirs.

Chinese Army: Spec. Ops Training Manual (Sneak)

- NCR Sharecropper Farms - inside the house, on the corner desk to the northeast.
- Vault 3 - In the living quarters, behind the AVERAGE-locked door. Check the second shelf
- Goodsprings - Inside the house east of the schoolhouse. Check the lower bookcase.
- Camp Searchlight - East chapel basement. It's on the floor, at the foot of the shelves.

Lying, Congressional Style (Speech)

- Brooks Tumbleweed Shack - Go upstairs and look for it on the shelf.
- Cerulean Robotics - On the floor by some desks in the office area.
- NCR Correctional Facility - In the administration building, on the desk of the room opposite of Eddie's.
- Lucky Jim Mine - Inside the shack. On the shelf to the right of two empty fridges.

Wasteland Survival Guide (Survival)

- Scavenger Platform - On the northern section of the platform. The books is amongst the fallen bookshelf.
- Lone Wolf Radio - Inside the trailer, near the scrap electronics and mattress.
- Mesquite Mountains Camp Site - Inside the tent to the west, behind the bedding
- Matthews Animal Husbandry Farm - On the second level of the northern barn, near the crate.

Pugilism Illustrated (Unarmed)

- The Tops casino - In the presidential suite, on a small table near the pool table.
- Fisherman's Pride Shack - Inside the shack, on the table beside the bed near the lamp.
- Nipton Road Reststop - Inside the store, on the shelf to the south.
- Vault 11 - Inside the living quarters, in female dorm # 1 by the dresser.

Endings

After completing the last storyline quest of the faction you allied with (or when you decided to go solo), the ending sequence will be played. The individual scenes during this sequence will display the repercussions or the benefits of your actions and decisions towards a follower or a faction. **Some spoilers are found ahead so proceed at your own discretion!**

Main story

- Pursued the independent storyline, upgraded the securitron army during the quest [Wild Card You and What Army](#) and completed the storyline's last quest, [No Gods No Masters](#).
- Pursued the independent storyline, destroyed the securitron army during the quest [Wild Card You and What Army](#) (or just let them be) and completed the storyline's last quest, [No Gods No Masters](#).
- Allied with the NCR and completed their last storyline quest, [Eureka!](#)
- Allied with Mr. House and completed [All or Nothing](#)
- Allied with Caesar's Legion, saved Caesar's life during the quest [Et Tumor Brute](#) and completing the Legion's last storyline quest [Veni, Vidi, Vici](#)
- Allied with Caesar's Legion, fail saving his life or deliberately killing him during the quest [Et Tumor Brute](#) and completing the Legion's last storyline quest [Veni, Vidi, Vici](#)

Courier (each karma level has separate ending per faction that the player allied with)

- Completed the independent storyline with Good, Neutral or Bad karma
- Allied with NCR with Good, Neutral or Bad karma
- Allied with Mr. House with Good, Neutral or Bad karma
- Allied with Caesar's Legion with Good, Neutral or Bad karma

Factions

Boomers

Related quest: [Volare!](#)

After winning the Boomer's support and fishing out the bomber as part of their sidequest, they'll provide support to the player during the battle in Hoover dam.

- They will retain their independence after Caesar's Legion takes over Hoover Dam and the rest of New Vegas.

- They will open up the trade with the NCR after helping them win the battle in Hoover Dam
- Mr. House will leave the group alone and independent, as they open up and establish trade with the other settlers in the Wasteland.
- They will return to their seclusion after an independent New Vegas is established.

Otherwise,

- the Boomer's elders and leaders have been massacred, dealing a serious blow to the clan.

Great Khans

- The Great Khan was completely annihilated by a single courier in Red Rock Canyon
- As a result of the choices made during the quest [Oh My Papa](#), the clan will join the fight in Hoover Dam but will suffer irreparable casualties, resulting to their clan's destruction
- As a result of the choices made during the quest [Oh My Papa](#), the clan will leave the Mojave before the second battle of Hoover Dam takes place in hopes of rebuilding the clan
- By severing the clan's alliance with Caesar's Legion, convincing them to fight for the NCR and after NCR wins, they will be left alone in their abode in Red Rock Canyon. They'll eventually get evicted from their land as part of the NCR territorial expansion
- By severing the clan's alliance with Caesar's Legion, convincing them to fight for the NCR and defeating the NCR, the tribe will be destroyed by the Legion during the assault in Red Rock Canyon.
- With the alliance with Caesar's Legion withstanding and after the Legion wins the battle in Hoover Dam, the clan will be assimilated into the Legion, losing their identity.

Followers of the Apocalypse

- The followers will become overwhelmed by the influx of patients in the new independent New Vegas
- After NCR wins the battle, the Followers will be pushed out of Old Mormon Fort.
- After Caesar's Legion wins the battle, Caesar provides safe passage to the Followers out of the Mojave
- After Caesar's Legion wins the battle and if Caesar dies during the quest [Et Tumor Brute](#), the Legate will hunt down the followers and destroy the Old Mormon Fort.
- After Julie Farkas and the other Followers dies, the Old Mormon Fort will fall in the hands of local drug addicts

Brotherhood of Steel

- If a truce is established between the BoS and the NCR and if the player allies with the NCR, it shall be honored by the two factions even after the battle of Hoover Dam
- If a truce is established between the BoS and the NCR and if the player goes for an independent New Vegas, the Brotherhood of Steel will continue to live in their Hidden Valley bunker
- As a result Mr. House or Caesar's directive, the Brotherhood of Steel is wiped off the face of the Mojave
- The Brotherhood of Steel faded into history as they are annihilated by the courier

The Kings

- After the King is killed, the group will dissolve and Freeside will be released from their control.
- If the Kings establishes a truce with the NCR as part of the quest [King's Gambit](#):
- They'll be completely destroyed by Caesar's Legion after the battle in Hoover Dam
- They'll do their part in keeping Freeside under NCR control
- They'll be destroyed by Mr. House once he defeats both the Legion and the NCR in Hoover Dam
- They'll secure Freeside and make it one of the safest locations in the independent New Vegas
- If the tensions between NCR and the Kings remained unchanged (by not doing the quest [G.I. Blues](#)):
- They'll be completely destroyed by Caesar's Legion after the battle in Hoover Dam
- NCR attempts to secure Freeside but will have problems due to the resistant Kings.
- Mr. House will take control of Freeside, eventually destroying the Kings
- They'll secure Freeside and simply tolerate the NCR residents there

If the relationship of the Kings and NCR has turned for the worse:

- Caesar will ask them to be absorbed by the Legion. The Kings will of course refuse, which lead to their complete destruction.
- The Kings will attack the NCR residents of Freeside which will lead to massive crackdown by the NCR
- The Kings will attack the NCR residents in Freeside. Mr. House will leave them alone as reward.
- The Kings will maintain their control in Freeside and will evict NCR residents to make way for the new independent New Vegas

Enclave Remnants

Related quest: [For Auld Lang Syne](#)

- After completing the quest and allying with the NCR, MR. House or the independent New Vegas, the Remnants will join the battle in Hoover dam and then disappear without a trace
- Having the Remnants support the Legion and saving Caesar's life in the quest [Et Tumor Brute](#), the Legion will not pursue them after the battle.
- Having the Remnants support the Legion and killing Caesar in the quest [Et Tumor Brute](#), the Legion will hunt them after the battle.
- The remnants are massacred

The Misfits (not really an independent faction but considered as part of the NCR)

- The endings will depend on which suggestion you followed and implemented during the sidequest [Flags of Our Foul Ups](#).
- Successfully training the team will earn them honors after the battle in Hoover Dam (Independent, NCR and Mr. House routes)
- Successfully training the team but joining up with Caesar will lead to the demise of the group during the battle in Hoover Dam
- Not training the Misfits, resolving the quest by doctoring their performance records or simply ignoring the quest entirely will get them killed or court-martialed for deserting their posts in the battle of Hoover Dam
- Getting the team hooked up on psycho will make them lose their sanity and terrorize the travelers

Powder Gangsters

- Some choices you made during the quest [Why Can't We Be Friends](#) will affect the ending
- By helping Cooke during the quest, the Powder Gangsters will have access to more destructive explosives and use them to harass the Wasteland's populace.
- By convincing the gangsters to surrender themselves to the NCR, they'll be put back to the correctional.
- By killing Cooke, the powder gangsters in the Vault fall apart
- By convincing any leader to join the Great Khans, the unwilling gangsters will be left on their own

NCR Rangers

Choices made during the quest [Return to Sender](#) will affect the ending

Player has allied with the Legion:

- If Chief Hanlon's plot was stopped during the quest, the NCR will lose Hoover Dam, despite support from the rangers.
- If Chief Hanlon's plot was left to play out, the NCR will lose the dam and the rangers will dwindle after Hanlon's plot is exposed.
- If Hanlon commits suicide, the dam will fall to Legion hands, as he suspected.
- If Hanlon was left alone, he'll die in the battle of Hoover Dam

Player has allied with the NCR:

- Stopping Hanlon's plans will lead to NCR victory in the battle of Hoover Dam with the help of the Rangers
- The NCR still manages to secure the dam even while Hanlon's schemes are playing out. The rangers

however will be exposed for betrayal.

Player has allied with Mr. House or gone Independent:

- The NCR will be successful in battling the Legion but won't have enough strength to fend off Mr. House or the pressure of the independent New Vegas. They'll retreat to the Mojave Desert Outpost
- Chief Hanlon's murder deals a devastating blow to the Rangers

Fiends

Related quest: [Three-Card Bounty](#)

If the quest was ignored:

- (NCR) The fiends attack the Camp McCarran during the battle in Hoover Dam but was successfully repelled
- (Mr. House) The fiends successfully take over Camp McCarran but was obliterated as Mr. House assaults the camp
- (Caesar's Legion) The fiends conquers Camp McCarran but was destroyed as the Legion takes over New Vegas
- (Independent) The fiends successfully occupy Camp McCarran as the independent New Vegas is established

If the quest is completed:

- (NCR) The fiends attack the Camp McCarran but without leadership, they were annihilated by the NCR forces
- (Mr. House) The weakened fiends was repelled during their assault in Camp McCarran. Mr. House sends his securitron army afterwards and completely obliterates the Fiends off New Vegas.
- (Caesar's Legion) The fiends conquers Camp McCarran but was destroyed as the Legion takes over New Vegas
- (Independent) Despite being weakened significantly with the deaths of their leaders, the fiends manages to take over Camp McCarran

Locations

Black Mountain

Related quest: [Crazy Crazy Crazy](#)

- By repairing Rhonda, the robot that Tabitha is fond of and letting them leave in peace, the two will wander the wasteland to search for new adventures
- After Tabitha is killed, the Super Mutants and Nightkins travel to Black Mountain only to discover that the place is deserted.
- Not doing the quest at all, Tabitha's broadcast will continue and Raul remains a prisoner
- By rescuing Raul without her knowledge, Tabitha disappears to the wasteland with her followers

Goodsprings

- Goodsprings will become a ghost town after the courier took part of the massacre of its denizens by completing the quest [Run, Goodsprings Run](#)
- Goodsprings will prosper due to the increased number of travelers heading to the new independent New Vegas
- Goodsprings will suffer due to NCR's heavy tax rates
- Mr. House's securitron army will keep the small community safe
- The inhabitants of Goodsprings will flee after Caesar's Legion wins the battle of Hoover Dam.

Jacobstown

- After finding the cure to the stealth boy induced sickness, Jacobstown thrives as super mutants

converge and seek treatment.

- As part of resolving the confrontation with the Nightkin leader Keene (quest: [Guess Who I Saw Today](#)) and killing him, the Nightkin will leave Jacobstown and will be scattered in the wasteland
- As part of resolving the confrontation with the Nightkin leader Keene (quest: [Guess Who I Saw Today](#)) and talking him down, he and the other Nightkins will leave. They will terrorize the wasteland for years.
- After finding the cure, Keene will invite the other Nightkin to go to Jacobstown to seek treatment
- After failing to obtain a cure for stealth-boy sickness and having their leader killed, the Night Kin will leave the place and terrorize the wasteland.
- When Jacobtown's warden/mayor, Marcus dies, the super-mutants and nightkin abandon the place.

NCR Correctional Facility

- NCR will successfully recapture the facility and wipe out all Powder Gangsters
- Under Mr. House or an independent New Vegas, the NCR will be incapable of reclaiming the facility, leaving it to the hands of Powder Gangsters
- Under Caesar's rule, the Powder Gangsters will flee the facility out of fear
- Killing their leader will force the PG's to leave the facility but in ruins

Novac

Some choices you made during the quest [Come Fly with Me](#) will affect the ending

- By ignoring the quest and allying with Caesar's Legion, the town will be destroyed by the Legion
- By completing the quest, adjusting the flight path of the ghouls' rockets to successfully reach their location and allying with Caesar's Legion, Jason Bright and his followers will evacuate the residents of Novac right before the Legion destroys the town.
- By completing the quest, adjusting the flight path of the ghouls' rockets to successfully reach their location and allying with the NCR, Mr. House or being independent, Jason Bright and his followers will help the residents fortify the town, keeping their sovereignty.
- By ignoring the quest and allying with the NCR, Mr. House or being independent, the town will be overwhelmed by the feral ghoul attacks originating from the nearby REPCONN facility.
- By sabotaging the rockets during the quest, Novac will become contaminated by radioactive waste, making it uninhabitable.
- Novac becomes a ghost town after its residents are slaughtered by the courier.

Primm

Choices made during the quest [My Kind of Town](#) will affect the ending

- By appointing Meyers as the sheriff and allying up with the Legion, the residents of the town will rally and stand against the invading Legion forces, resulting in their defeat.
- By appointing Primm Slim as the sheriff and allying up with the Legion, the residents of the town will rally and stand against the invading Legion forces, resulting in the enslavement of the populace.
- By allying with Caesar's Legion, the NCR abandons the town leaving its residents under the iron grip of the Legion
- By allying with the NCR, Primm enjoys their continued protection resulting in the town's prosperity.
- By allying with MR. House, his securitron army will take over and the town will suffer heavy taxes
- Under an independent New Vegas, Primm loses NCR protection and struggles to survive on their own
- The town will thrive under the watch of the newly appointed sheriffs (Meyers or Primm Slim)
- The town falls into ruins as its citizens are slaughtered by the courier.

Companions

Arcade Gannon

Related quest: [For Auld Lang Syne](#)

- Arcade is enslaved by the Legion and Caesar is alive, he'll be his personal physician

- Arcade is enslaved by the Legion and Caesar is dead, he'll be the personal physician of the Legate but will be crucified for his attitude
- Arcade will end up dying as a result of the Legion's advance in New Vegas after he leaves your party when you allied with the Legion
- If Arcade was convinced to return to the Followers and leave the party, at the same time if the player allies with the NCR, Arcade survives and helps the citizens of Freeside.
- If the player allies with Mr. House (with or without convincing the Remnants to fight against the Legion), Arcade will escape the Mojave to avoid the watchful Mr. House.
- After the independent New Vegas has been established, (with or without convincing the Remnants to fight against the Legion), Arcade will stay in Freeside to help the needy.
- After enduring fatal injuries during his time with the courier, Arcade dies.

Boone

Related quest: [I Forgot to Remember to Forget](#)

- After completing the quest by convincing Boone to make amends over Bitter Springs and allying with the Legion, he will continue hunting down Legion members.
- After completing the quest by convincing Boone to remain vengeful over Bitter Springs and allying up with the Legion, he will launch a suicide attack in attempt to kill the Legate.
- After completing the quest by convincing Boone to make amends over Bitter Springs and allying with the NCR, he will re-enlist to his old unit
- After completing the quest by convincing Boone to make amends over Bitter Springs and allying with the Mr. House or going independent, he will become a caravan security guard
- After completing the quest by convincing Boone to remain vengeful over Bitter Springs and allying up with Mr. House or independent, he will become a mercenary.
- Failing the quest will make Boone hunt the NCR officer responsible for the Bitter Springs massacre

Cass

Related quest: [Heartache by the Number](#)

- If the player didn't finish the quest and Cass lives, she will witness the victory of the faction the player supports or the rise of the independent New Vegas.
- Completing the quest through peaceful means, the NCR will blackmail the Van Graffs and the Crimson Caravans about the destruction of Cassidy Caravans.
- Completing the quest by destroying the Van Graffs and McLafferty, the NCR struggles for supplies as the other caravans relinquish support.
- Cass leaves to the West and grows old until she dies alone in her shack outside Vault City
- Cass dies in the hands of the Van Graffs during the quest [Birds of a Feather](#)
- Cass succumbs to her injuries while traveling with the courier.

ED-E

Related quest: [ED-E My Love](#)

- Completing the quest and having the Followers repair/upgrade ED-E, the courier and ED-E will help the Followers across the Mojave in recovering valuable information on how to improve the lives of the denizens in New Vegas
- Completing the quest and having the Brotherhood of Steel repair/upgrade ED-E, the courier and ED-E will provide assistance in helping them build an advanced army of eyebots
- If ED-E was not repaired in Primm, another courier fixes it and it will continue its travel to Navarro. The Followers manages to pick it up and retrieves a vast library of knowledge in ED-E's databanks
- If the stored logs are never played/triggered, ED-E will accompany the courier until the logs are triggered. ED-E proceed on its journey to Navarro and was never heard of again.
- If the player dismisses ED-E (upgraded or not) and never returns to retrieve it, a passing caravan will pick ED-E up and make it their protector while traveling.

Raul

- Released from his prison in the quest [Crazy, Crazy, Crazy](#), completing his companion quest [Old School Ghoul](#) and convincing him to return to his old ways, Raul will leave the Mojave and assume a new identity
- Released from his prison in the quest [Crazy, Crazy, Crazy](#), completing his companion quest [Old School Ghoul](#) and convincing him to contribute by fixing things, Raul will settle down as a machinist
- Raul dies from his injuries while traveling with the courier.

Lily

- Lily's ending will depend on the concluding choices you made for her companion quest, [Lily and Leo](#).
- After getting encouraged to take medication for her stealth-boy induced ailment, Lily maintains her sanity and lives a normal life.
- After encouraged to stop taking the medication, Lily succumbs to her dreaded disease
- After suggesting to take half the recommended dosage of the medicine, Lily will become more unstable and will end up wandering in the wasteland, searching for her grandchildren
- After enduring a fatal injury while traveling with the courier, Lily dies

Rex

Related quest: [Nothing but a Hound Dog](#)

- If Rex receives a replacement brain from any of the three sources in the quest, he'll survive
- Rex dies due to neural degradation as a result of an unreplaced brain
- Rex succumbs to his injuries while traveling with the courier

Veronica

Related quest: [I Could Make You Care](#)

- As part of the choice made during the quest, Veronica decides to leave the Brotherhood.
- As part of the choice made during the quest, Veronica decides to remain with the Brotherhood.
- Veronica is banished with her continued opposition with the leadership ideals and ends up wandering the wasteland
- The truce with the NCR put Veronica's mind to ease. She was banished from the bunker and spends her days wandering and fixing stuff.
- After lifting the lockdown and after Veronica decides to leave the group, she is contented leaving as she doesn't like the Brotherhood's aggressive advance to the Mojave
- After lifting the lockdown and after Veronica decides to stay with the group, though she disagrees with the Elder's aggressive approach to the Mojave, she sticks with them and hesitantly accepts.
- The destruction of the Brotherhood saddens Veronica but she's happy that she's able to spend her time in their final days.

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- [Fallout Wikia](#)
- Prima Official e-Guide

Interactive Map courtesy of:

- planetfallout.gamespy.com

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